

AD-A176 648

Research Product 85-32

Drill Training and Evaluation Guidebook
for Dismounted Infantry Squads

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Presidio of Monterey Field Unit
Training Research Laboratory

February 1985

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REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER ARI Research Product 85-32	2. GOVT ACCESSION NO.	3. RECIPIENT'S CATALOG NUMBER
4. TITLE (and Subtitle) DRILL TRAINING AND EVALUATION GUIDEBOOK FOR DISMOUNTED INFANTRY SQUADS		5. TYPE OF REPORT & PERIOD COVERED Research Product
		6. PERFORMING ORG. REPORT NUMBER —
7. AUTHOR(s) J. H. Hiller, L. L. Meliza, G. D. Hardy, T. L. Jones, and E. Jackson, Jr.		8. CONTRACT OR GRANT NUMBER(s) —
9. PERFORMING ORGANIZATION NAME AND ADDRESS US Army Research Institute Field Unit PO Box 5787 Presidio of Monterey, CA 93944-5011		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS 2Q263743A794
11. CONTROLLING OFFICE NAME AND ADDRESS US Army Research Institute 5001 Eisenhower Avenue Alexandria, VA 22333-5600		12. REPORT DATE February 1985
		13. NUMBER OF PAGES 210
14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office) —		15. SECURITY CLASS. (of this report) Unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE
16. DISTRIBUTION STATEMENT (of this Report) Approved for public release; distribution unlimited.		
17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report) —		
18. SUPPLEMENTARY NOTES —		
19. KEY WORDS (Continue on reverse side if necessary and identify by block number) Soldier's Manual Task Unit Tactical Training Integrated Training Individual Training Drills		
20. ABSTRACT (Continue on reverse side if necessary and identify by block number) ARI designed the Drill Training Package in response to a CSofA policy directive in 1980 to standardize training for small units (such as the rifle squad) through programs which integrated individual and collective training. Working with the Army Training Board as project sponsor, ARI developed a small-unit training program featuring: • squad and platoon drills to be executed in response to enemy threat or leader order; (over)		

ARI Research Product 85-32

20. ABSTRACT (cont.)

- standardized training procedures and conditions;
- explicitly integrated individual (Soldier's Manual) and unit collective (ARTEP) training;
- enhanced realism and validity of tactical training through the use of the Multiple Integrated Laser Engagement System (MILES);
- step-by-step guides including task, conditions, standards and coaching points for use by the trainer in preparing for and executing the training in the field.

The Drill Training and Evaluation Guidebook for Dismounted Infantry Squads is the pocket-sized guide for the leader/trainer to use in training and evaluating his troops in the field. The Guidebook helps the small unit leader plan, execute, and evaluate the results of his training. Specifically, the Guidebook includes aids for:

Training:

- training objective
- orientation guide
- applicable cautions
- set-up instructions
- walk-thru instructions
 - task/conditions/standards
 - coaching points

Evaluation:

- Drill Evaluator's Checklist

UNCLASSIFIED

SECURITY CLASSIFICATION OF THIS PAGE(When Data Entered)

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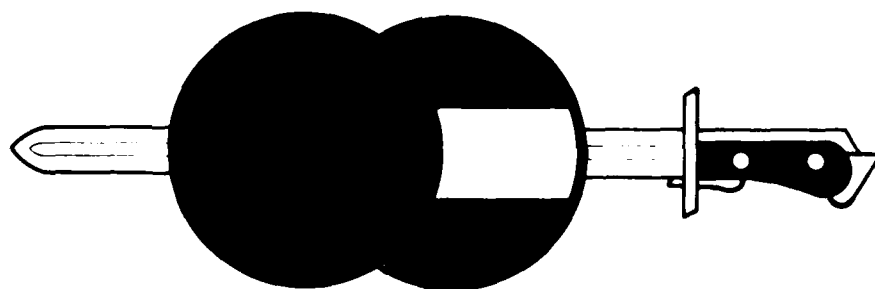
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Office, Deputy Chief of Staff for Personnel
Department of the Army

February 1985

Army Project Number
2Q263743A794

Education and Training



**DRILL TRAINING AND EVALUATION GUIDEBOOK
FOR
DISMOUNTED INFANTRY SQUADS**

REDRAFTED JANUARY 1984

**DRILL TRAINING AND EVALUATION GUIDEBOOK
FOR
DISMOUNTED INFANTRY SQUADS**

**ARMY RESEARCH INSTITUTE
PRESIDIO OF MONTEREY FIELD UNIT**

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and
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**This is an experimental product. The research project is
sponsored by the ARMY TRAINING BOARD and hosted by the 7th INF
DIV, Fort Ord, CA. The authors may be reached at AUTOVON 929-
8418/8316.**

Redrafted January 1984

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DRILL EVALUATOR'S CHECKLISTS

DRILL EVALUATOR'S CHECKLISTS

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FIRETEAM MOVES IN WEDGE FORMATION

TASK: Fireteam moves cautiously in wedge formation before or after direct fire engagement.

CONDITIONS:

Friendly: Fireteam moves as leading element of the squad or as independent element in movement to rally point.

Enemy: Contact is possible.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	• Soldiers maintain noise discipline where appropriate throughout the drill.		
	• The fireteam maintains the wedge formation while moving.		
1-1			

(b)	• Soldiers automatically maintain an interval of 10 meters, except when low visibility forces a smaller interval.		
	• Soldiers do not "bunch up" when they halt.		
	• Soldiers do not "bunch up" when changing from wedge to modified wedge formation.		
	• Team crosses the minefield in modified wedge.		
(c)	• Wedge spreads out without command as soon as minefield is crossed.		
	• Soldiers react to indirect fire by immediately seeking cover.		
	• Soldiers follow Squad Leader's direction/example.		

DRILL EVALUATOR'S CHECKLIST

SQUAD MOVES IN TRAVELING OVERWATCH

TASK: Squad moves in traveling overwatch formation, taking advantage of available cover and concealment and by-passing danger areas.

CONDITIONS:

Friendly: Squad moves as lead squad in a platoon/company movement to contact.

Enemy: Contact is possible.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	• Lead team moves in wedge formation.		
	• Trail team moves in wedge formation.		
	• Lead team maintains all-around security.		
2-1			

(b)	• Trail team maintains all-around security.		
	• Lead team adjusts formation and route to take advantage of cover/concealment.		
	• Trail team maintains a distance of 30-50 meters from lead team during movement.		
(c)	• Trail team maintains a distance of 30-50 meters from lead team when halted.		
	• Trail team adjusts formation and route to take advantage of cover/concealment.		
	• Fireteams maintain visual contact.		
	• Trail team moves so that it can cover the advance of the lead team.		

(d)	<ul style="list-style-type: none"> ● Lead fireteam halts as necessary to check out route and potential danger areas. 		
	<ul style="list-style-type: none"> ● Lead team informs trail team and SL of changes in routes and halts at danger area. 		
	<ul style="list-style-type: none"> ● Trail team maintains a distance of 30-50 meters from lead team at danger area. 		
	<ul style="list-style-type: none"> ● Lead team maintains all-around security at danger area. 		
	<ul style="list-style-type: none"> ● Trail team maintains all-around security at danger area. 		

DRILL EVALUATOR'S CHECKLIST

SQUAD CROSSES A DANGER AREA

TASK: Squad crosses a danger area in a safe and secure manner.

CONDITIONS:

Friendly: Fire support from outside the squad is not available.

Enemy: Contact with the enemy is possible.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	<ul style="list-style-type: none"> Squad Leader and Fireteam Leaders inform all squad members of the location of rally points on the near and far side of the danger area. 		
	<ul style="list-style-type: none"> Squad Leader designates overwatching security elements. 		
3-1			

(b)	<ul style="list-style-type: none"> Squad Leader directs security elements to suitable positions to cover by observation and fire: <ul style="list-style-type: none"> - danger area - flanks - opposite side 		
	<ul style="list-style-type: none"> Members of the security element take up covered and concealed positions before anyone starts to cross the danger area. 		
	<ul style="list-style-type: none"> Members of security element maintain noise discipline. 		
	<ul style="list-style-type: none"> Members of security element maintain proper profile: observe around object, stay low, and avoid exposure. 		

	<ul style="list-style-type: none"> First element crossing danger area checks out the far side for enemy positions, using modified box technique. 		
(c)	<ul style="list-style-type: none"> At least one man of the first element sets up security on far side. 		
	<ul style="list-style-type: none"> One man signals to rest of squad that area is clear. 		
	<ul style="list-style-type: none"> Squad members move continuously and quietly while crossing the danger area. 		
(d)	<ul style="list-style-type: none"> Squad members maintain an interval of at least 10 meters while crossing the danger area. 		

3-3

	<ul style="list-style-type: none"> Squad members cross danger area and take up positions in wedge formation on far side. 		
(e)	<ul style="list-style-type: none"> Near side and flank security elements cross after all other elements have crossed. 		
	<ul style="list-style-type: none"> Last element to cross danger area informs SL that entire squad has crossed. 		
(f)	<ul style="list-style-type: none"> Squad resumes movement in traveling overwatch formation. 		
	<ul style="list-style-type: none"> Fireteams move in wedge. 		

3-4

DRILL EVALUATOR'S CHECKLIST

SQUAD TAKES ACTION ON CONTACT (TRAVELING OVERWATCH:

TASK: Squad takes action on contact while moving in traveling overwatch formation.

CONDITIONS:

Friendly: Squad moves as lead squad in platoon/company movement to contact.

Enemy: Contact with the enemy is possible.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	• Leading fireteam immediately seeks cover.		
	• Leading fireteam immediately returns fire.		
(b)	• Personnel in leading fireteam avoid bunching.		

4-1

(c)	• Leading fireteam leader maintains control of fireteam members.		
(d)	• Members/leader of leading fireteam pass information on threat to Squad Leader.		
(e)	• Trailing fireteam maneuvers as a group under the direction of the Fireteam Leader.		
	• Trailing fireteam members maintain intervals between individuals.		
(f)	• Trailing fireteam maneuvers where directed.		

4-2

0-0

(g)	<ul style="list-style-type: none"> • Squad Leader receives accurate report of number and types of enemy weapons and personnel. 		
	<ul style="list-style-type: none"> • Squad Leader receives accurate report of enemy activity and location. 		
	<ul style="list-style-type: none"> • Squad Leader receives accurate report of friendly situation. 		

DRILL EVALUATOR'S CHECKLIST

SQUAD MOVES IN BOUNDING OVERWATCH

TASK: Squad moves using bounding overwatch technique.

CONDITIONS:

Friendly: Squad moves as lead squad in a platoon/company movement to contact.

Enemy: Contact is expected.

Other: Rapid movement is not required.

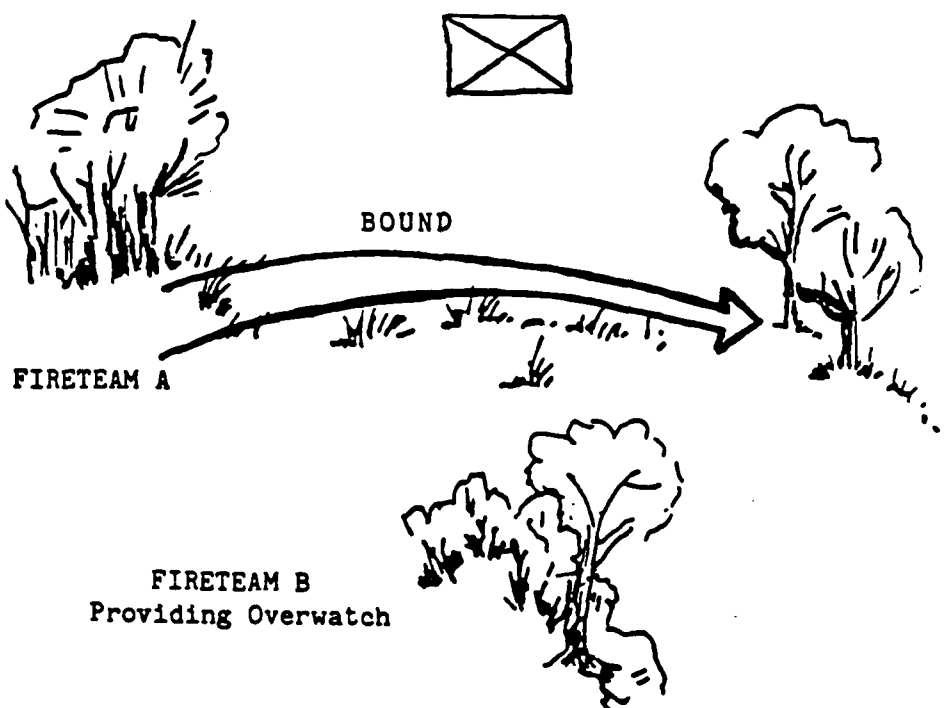
PERFORMANCE STANDARDS:

	GO	NO GO
<ul style="list-style-type: none"> Squad Leader informs both Fireteam Leaders of the locations of suitable overwatch positions. 		
5-1		

(a)	<ul style="list-style-type: none"> Squad Leader informs both Fire Team Leaders of the routes of advance. 		
	<ul style="list-style-type: none"> Squad Leader and Fireteam Leaders coordinate signals for timing of bounds, rate of movement, coordination. 		
(b)	<ul style="list-style-type: none"> Fireteam Leaders inform all soldiers of locations of overwatch positions. 		
	<ul style="list-style-type: none"> Fireteam Leaders inform all soldiers of routes of advance. 		
(c)	<ul style="list-style-type: none"> Individuals maintain formation and interval appropriate to the terrain and vegetation and maintain visual contact with leaders (first bound). 		
(d)	<ul style="list-style-type: none"> Bounding element is never more than 150 meters ahead of overwatching element. 		
	<ul style="list-style-type: none"> Fireteams do not move or halt at the same time for more than one minute. 		

(e)	<ul style="list-style-type: none"> Individuals maintain formation and interval appropriate to the terrain and vegetation and maintain contact with leaders. 		
(f)	<ul style="list-style-type: none"> Squad Leader changes his location from one fireteam to another to help him control the squad. 		
	<ul style="list-style-type: none"> Squad Leader assigns attached weapons to overwatch elements, shifting location from fireteam to fireteam as necessary. 		
	<ul style="list-style-type: none"> Members of overwatch element rapidly take up covered/concealed positions. 		
(g)	<ul style="list-style-type: none"> Soldiers take advantage of available cover and concealment in overwatch positions. 		
	<ul style="list-style-type: none"> Overwatching element takes good advantage of selected positions to cover the bounding element's route of advance by observation and fire. 		

5-3



5-4

U-2

DRILL EVALUATOR'S CHECKLIST

SQUAD TAKES ACTION ON CONTACT (BOUNDING OVERWATCH)

TASK: Squad takes action on contact while moving in bounding overwatch formation.

CONDITIONS:

Friendly: Squad is lead element in platoon movement to contact.

Enemy: Contact with the enemy is expected.

PERFORMANCE STANDARDS:

	GO	NO GO
(b) • Bounding team immediately seeks cover when hit.		
• Overwatching team immediately returns fire.		

6-1

(c) • Soldiers in bounding team avoid bunching up in positions.		
• Bounding team rapidly returns fire from covered positions.		
(d) • Bounding team leader maintains control of team members' positions, and fire.		
SL receives accurate report of		
(e) • number/types of enemy weapons and personnel,		
• enemy activity and location,		
• friendly situation.		

6-2

DRILL EVALUATOR'S CHECKLIST SQUAD EMPLOYS DIRECT FIRE

TASK: Squad engages OPFOR with direct fire weapons.

CONDITIONS:

Friendly: Squad takes up hasty defense position in a platoon perimeter.

Enemy: Contact is expected.

NOTE: (1) This Drill can include the use of the M60 machinegun, M203, and LAW if range facilities permit.

(2) This Drill is designed for execution on the Army's Standard Field Firing Range (Reference TC 25-2, Training Ranges, 10 Mar 80, pp 23, 24) with minimal range modifications (See Appendix).

(3) This Drill is suitable for execution using MILES and/or live fire.

7-1

(c)	• Soldiers in bounding team avoid bunching up in positions.		
	• Bounding team rapidly returns fire from covered positions.		
(d)	• Bounding team leader maintains control of team members' positions, and fire.		
(e)	SL receives accurate report of		
	• number/types of enemy weapons and personnel,		
	• enemy activity and location,		
	• friendly situation.		

DRILL EVALUATOR'S CHECKLIST SQUAD EMPLOYS DIRECT FIRE

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Enemy: Contact is expected.

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(3) This Drill is suitable for execution using MILES and/or live fire.

7-1

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	● SL assigns fireteams overlapping sectors of fire.		
(b)	● TLs assign each soldier a firing position.		
	● TLs assign each soldier a sector of fire.		
(c)	● SL assigns target arrays to TLs as they appear.		
(d)	TLs actively control their team's		
	● rate of fire,		
	● distribution of fires,		
	● shifting of fires,		
	● massing of fires.		

7-2

	<ul style="list-style-type: none"> • Soldiers promptly report detections of targets to leaders. 		
(e)	<ul style="list-style-type: none"> • Soldiers initially mass fires, firing at a high rate. 		
	<ul style="list-style-type: none"> • Soldiers adjust rate of fire to maintain fire superiority. 		
(f)	<ul style="list-style-type: none"> • Riflemen engage targets at ranges under 300 meters. 		
	<ul style="list-style-type: none"> • Grenadiers engage automatic weapons positions at ranges under 350 meters. 		
	<ul style="list-style-type: none"> • Grenadiers engage flanks and rear of armor vehicles at ranges under 150 meters. 		
	<ul style="list-style-type: none"> • M60 gunners engage targets at ranges under 1000 meters. 		

7-3

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	<ul style="list-style-type: none"> • SL assigns fireteams overlapping sectors of fire. 		
(b)	<ul style="list-style-type: none"> • TLs assign each soldier a firing position. 		
	<ul style="list-style-type: none"> • TLs assign each soldier a sector of fire. 		
(c)	<ul style="list-style-type: none"> • SL assigns target arrays to TLs as they appear. 		
(d)	TLs actively control their team's		
	<ul style="list-style-type: none"> • rate of fire, 		
	<ul style="list-style-type: none"> • distribution of fires, 		
	<ul style="list-style-type: none"> • shifting of fires, 		
	<ul style="list-style-type: none"> • massing of fires. 		

7-2

(e)	<ul style="list-style-type: none"> ● Soldiers promptly report detections of targets to leaders. 		
	<ul style="list-style-type: none"> ● Soldiers initially mass fires, firing at a high rate. 		
	<ul style="list-style-type: none"> ● Soldiers adjust rate of fire to maintain fire superiority. 		
(f)	<ul style="list-style-type: none"> ● Riflemen engage targets at ranges under 300 meters. 		
	<ul style="list-style-type: none"> ● Grenadiers engage automatic weapons positions at ranges under 350 meters. 		
	<ul style="list-style-type: none"> ● Grenadiers engage flanks and rear of armor vehicles at ranges under 150 meters. 		
	<ul style="list-style-type: none"> ● M60 gunners engage targets at ranges under 1000 meters. 		

DRILL EVALUATOR'S CHECKLIST
SQUAD PREPARES TO PROVIDE
COVERING FIRE

TASK: Squad prepares to provide covering fire for an assaulting squad.

CONDITIONS:

Friendly: Platoon is given order to attack objective along its route of advance. Squad is ordered to support assaulting squad by fire.

Enemy: Enemy squad-sized or smaller element is reported to occupy objective.

PERFORMANCE STANDARDS:

	GO	NO GO
TLs inform their teams of		
• the mission,		
8-1		

(a)	• the enemy situation,		
	• the friendly situation,		
	• the route of advance of the assault squad.		
	• TLs direct teams to overwatch positions.		
(b)	• TLs assign individual positions to their soldiers.		
(c)	• Soldiers move into position using available covered and concealed routes.		
	• TLs check out each individual position.		
	• Positions offer cover and concealment.		
(d)	• Positions have good fields of fire and observation.		
	8-2		

	• Positions are about 10 meters apart.		
	• Soldiers have visual contact with team members on both sides of their position.		
(e)	• TLs take up positions and signal SL that team is in position.		

DRILL EVALUATOR'S CHECKLIST

SQUAD PROVIDES COVERING FIRE

TASK: Squad provides covering fire for an assaulting squad.

CONDITIONS:

Friendly: Platoon is conducting a hasty attack.

Enemy: Enemy is located on the platoon objective 200 meters from the overwatching squad.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	• Squad immediately returns heavy volume of fire when hit.		
	• Squad maintains covered/concealed positions.		

9-1

(b)	• Squad reduces fire within 10 seconds after enemy reduces their rate of fire.		
	• Squad maintains appropriate rate of fire.		
(c)	• Squad members promptly reload and clear malfunctions.		
	• SL/TL signals to increase volume of fire prior to assault.		
(d)	• Squad increases volume of fire		
	• SL/TL signals to shift fire for assault.		
(e)	• Squad shifts fire.		

9-2

DRILL EVALUATOR'S CHECKLIST

SQUAD OCCUPIES POINT AMBUSH POSITION AND EXECUTES AMBUSH AND SEARCH

TASK: Squad occupies positions for a deliberate point ambush, executes the ambush, and sweeps and searches the kill zone.

CONDITIONS:

Friendly: Squad is operating independently.

Enemy: Dismounted enemy patrol is reported moving along a known route.

PERFORMANCE STANDARDS:

	GO	NO GO
<ul style="list-style-type: none"> Security element moves into position by covered/concealed routes. 		
(a)		
10-1		

	<ul style="list-style-type: none"> Security element moves into position before support and assault elements move out. 		
(b)	<ul style="list-style-type: none"> Security element signals when flanks are secured. 		
	<ul style="list-style-type: none"> Support elements move toward positions by covered/concealed routes. 		
(c)	<ul style="list-style-type: none"> Assault elements move toward positions by covered/concealed routes. 		
	<ul style="list-style-type: none"> Claymores cover far side of kill zone. 		
	<ul style="list-style-type: none"> Claymores are camouflaged. 		
(d)	<ul style="list-style-type: none"> Claymores are armed. 		
	<ul style="list-style-type: none"> Leaders select friendly positions out of claymore kill zone and protected from backblast. 		

(e)	<ul style="list-style-type: none"> Individual positions are separated by 10 meters or more. 		
(f)	<ul style="list-style-type: none"> Soldiers take up covered and concealed positions. 		
(g)	<ul style="list-style-type: none"> Security element warns SL when OPFOR has been sighted. 		
(h)	<ul style="list-style-type: none"> Soldiers hold fire until SL signals to open fire. 		
	<ul style="list-style-type: none"> Squad brings heavy volume of fire on the enemy. 		
(i)	<ul style="list-style-type: none"> Support element immediately lifts its fires on signal from SL. 		
	<ul style="list-style-type: none"> Assault element rapidly moves into kill zone on signal from SL. 		

10-3

(j)	<ul style="list-style-type: none"> Assault element rapidly searches kill zone and enemy soldiers. 		
	<ul style="list-style-type: none"> Part of assault element covers soldiers conducting the search. 		
(k)	<ul style="list-style-type: none"> Assault element moves quickly out of ambush area toward rally point. 		
	<ul style="list-style-type: none"> Security elements move back to join assault element. 		
	<ul style="list-style-type: none"> Support element covers withdrawal of assault and security elements. 		
	<ul style="list-style-type: none"> Support element moves rapidly toward rally point when other elements have withdrawn. 		

10-4

DRILL EVALUATOR'S CHECKLIST
FIRETEAM MANEUVERS USING
HIGH/LOW CRAWL

TASK: Fireteam maneuvers under enemy direct fires by high crawling and low crawling.

CONDITIONS:

Friendly: Fireteam is maneuver element in squad fire and maneuver against an enemy position. Other fireteam (simulated) provides a base-of-fire.

Enemy: Squad has made contact with an enemy OP.

PERFORMANCE STANDARDS:

	GO	NO GO
(b) • TL leads maneuver team.	<input type="checkbox"/>	<input type="checkbox"/>
• Soldiers follow general route of TL.	<input type="checkbox"/>	<input type="checkbox"/>

11-1

(c) • TL uses appropriate movement technique (high crawl or low crawl).	<input type="checkbox"/>	<input type="checkbox"/>
• Soldiers use appropriate movement technique (high crawl or low crawl).	<input type="checkbox"/>	<input type="checkbox"/>
In high crawl, soldiers	<input type="checkbox"/>	<input type="checkbox"/>
(d) • rest their weight on their forearms and knees,	<input type="checkbox"/>	<input type="checkbox"/>
• cradle their rifles in their arms,	<input type="checkbox"/>	<input type="checkbox"/>
• keep rifle muzzles off the ground.	<input type="checkbox"/>	<input type="checkbox"/>
In low crawl, soldiers	<input type="checkbox"/>	<input type="checkbox"/>
(e) • grasp rifle sling at upper sling swivel,	<input type="checkbox"/>	<input type="checkbox"/>
• let rifle rest on forearm,	<input type="checkbox"/>	<input type="checkbox"/>
• let butt of rifle drag on the ground.	<input type="checkbox"/>	<input type="checkbox"/>

11-2

(f)	• Soldiers maintain dispersion		
(g)	• Soldiers don't get lost/separated from team.		
(h)	• Movement does not bog down.		

DRILL EVALUATOR'S CHECKLIST

FIRETEAM ADVANCES MOVING IN SHORT RUSHES

TASK: Fireteam moves forward in short rushes under enemy direct fire.

CONDITIONS:

Friendly: Fireteam is maneuver element in squad fire and maneuver against an enemy OP.

Enemy: Squad has made contact with enemy OP.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	• Soldiers coordinate fire and movement as buddy teams by signals or voice.		
	• Soldiers fire to cover movement of buddy.		
(b)	• Soldiers fire only from covered positions.		

12-1

(c)	• Before rushing, soldiers roll right/left from firing position.		
	• When leaving covered position, soldier springs to his feet and rushes forward.		
(d)	• Soldiers zigzag when rushing.		
	• Soldiers limit rushes to five seconds or less		
(e)	• Soldiers enter covered position by planting both feet, falling forward, and breaking their fall with the butt of the rifle.		

12-2

DRILL EVALUATOR'S CHECKLIST

SQUAD EXECUTES FIRE AND MANEUVER

TASK: One fireteam maneuvers against an enemy position while the second fireteam provides supporting fire.

CONDITIONS:

Friendly: Squad has made contact while moving in traveling overwatch as lead element of a platoon movement to contact.

Enemy: Squad has made contact with two-man enemy OP.

PERFORMANCE STANDARDS:

	GO	NO GO
<ul style="list-style-type: none"> SL assigns one team to provide base-of-fire and other team to maneuver. 		
(b) <ul style="list-style-type: none"> Base-of-fire team maintains suppressive fire as maneuver team moves out. 		

13-1

<ul style="list-style-type: none"> Maneuver team moves promptly and together on signal from TL. 		
(c) <ul style="list-style-type: none"> Maneuver team makes use of available cover and concealment. 		
<ul style="list-style-type: none"> Maneuver team avoids bunching. 		
<ul style="list-style-type: none"> Maneuver team moves rapidly to position to assault OPFOR from flank. 		
(d) <ul style="list-style-type: none"> Maneuver team avoids masking fires of base-of-fire team. 		
<ul style="list-style-type: none"> Maneuver team delivers a heavy volume of fire just before the assault. 		
(e) <ul style="list-style-type: none"> Maneuver team delivers a heavy volume of fire during the assault. 		
<ul style="list-style-type: none"> Base-of-fire team shifts/lifts fire as maneuver team assaults. 		

13-2

DRILL EVALUATOR'S CHECKLIST SQUAD CLEARS A ROOM/BUILDING

TASK: Squad enters and clears a building, room by room.

CONDITIONS:

Friendly: Squad receives platoon order to clear a designated building. Adjacent squad is assigned to support assault of building.

Enemy: Contact with the enemy is expected.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	<ul style="list-style-type: none"> Assault element moves into position using available cover and concealment. 		
	<ul style="list-style-type: none"> Support element moves into position using available cover and concealment. 		
(b)	<ul style="list-style-type: none"> Assault element rushes building right after Squad Leader signals adjacent squad and support element to open fire. 		

14-1

(c)	<ul style="list-style-type: none"> Support element leader shifts fire to upper windows when masked by assault element. 		
(d)	<ul style="list-style-type: none"> Soldiers in assault element press themselves against side of building and keep low until time to enter building. 		
(e)	<ul style="list-style-type: none"> One member of assault element clears entrance with grenade before anyone enters. 		
(f)	<ul style="list-style-type: none"> After detonation, one man enters building, in a crouch and firing low, using automatic fire. 		
	<ul style="list-style-type: none"> Second soldier enters and quickly searches room, covered by first man. 		
	<ul style="list-style-type: none"> Soldiers inside signal soldiers outside when entrance has been cleared. 		
(g)	<ul style="list-style-type: none"> Remainder of assault element enters on signal from inside. 		

14-2

	<ul style="list-style-type: none"> • Support element delivers fire until entire assault element enters building. 		
(h)	<ul style="list-style-type: none"> • Squad Leader or element leader assigns buddy teams to clear all the rooms. 		
	<ul style="list-style-type: none"> • When buddy teams clear rooms, one man throws grenade hard into room. 		
(i)	<ul style="list-style-type: none"> • After detonation, one man enters quickly, spraying room with automatic fire and takes up a position to cover entire room. 		
	<ul style="list-style-type: none"> • Second man enters and searches room. 		
(j)	<ul style="list-style-type: none"> • Leader marks rooms with tape as they are cleared. 		
(k)	<ul style="list-style-type: none"> • Assault element leader reports to Squad Leader that all rooms are cleared and secured. 		

DRILL EVALUATOR'S CHECKLIST

SQUAD DISENGAGES

TASK: Squad disengages from the enemy.

CONDITIONS:

Friendly: Squad is in contact with an enemy position while on independent reconnaissance patrol mission.

Enemy: The enemy is expected to attempt to maintain contact.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	<ul style="list-style-type: none"> Bravo (or Alpha) team picks up its volume of fire to cover Alpha (or Bravo) team. 		
	<ul style="list-style-type: none"> SL assigns position for Alpha team to move to. 		
15-1			

(b)	<ul style="list-style-type: none"> Alpha team withdraws on signal from SL. 		
	<ul style="list-style-type: none"> Alpha team moves to position assigned by the SL. 		
	<ul style="list-style-type: none"> Soldiers move rapidly. 		
(c)	<ul style="list-style-type: none"> Soldiers take advantage of available cover and concealment. 		
	<ul style="list-style-type: none"> Soldiers maintain dispersion during movement. 		
(d)	<ul style="list-style-type: none"> Soldiers take up covered and concealed positions. 		
	<ul style="list-style-type: none"> Soldiers maintain dispersion in positions. 		
(e)	<ul style="list-style-type: none"> Alpha team picks up volume of fire to cover withdrawal of Bravo team. 		
	<ul style="list-style-type: none"> Teams coordinate fire and movement by bounds until contact is broken. 		

DRILL EVALUATOR'S CHECKLIST

SQUAD EXECUTES HASTY DEFENSE/WITHDRAWAL TO SUPPLEMENTARY POSITION (URBAN AREA)

TASK: Squad executes hasty defense of a building, then withdraws to a supplementary position.

CONDITIONS:

Friendly: Platoon is setting up a hasty defense in an urban area.

Enemy: Enemy forces are believed to be made up of dismounted infantry.

PERFORMANCE STANDARDS:

		GO	NO GO
(a)	<ul style="list-style-type: none"> Soldiers make use of available cover/ concealment in assigned firing positions. 		

16-1

(b)	<ul style="list-style-type: none"> Soldiers position themselves at an angle to windows or other firing ports. 		
	<ul style="list-style-type: none"> Soldiers report OPFOR approaching fire-at-will line. 		
(c)	<ul style="list-style-type: none"> Soldiers hold fire until line is crossed. 		
	<ul style="list-style-type: none"> Firers alert teammates to enemy activity, location. 		
	<ul style="list-style-type: none"> SL gives signal(s) for withdrawal and supporting fire. 		
(d)	On signal from SL		
	<ul style="list-style-type: none"> one team sets up a heavy volume of fire, 		
	<ul style="list-style-type: none"> other team withdraws. 		

16-2

	While moving soldiers		
(e)	● maintain dispersion,		
	● use available cover/concealment.		
(f)	● First team moves to supplementary position under control of TL.		
(g)	● Second team withdraws when first team is in position to cover their withdrawal.		
	While moving, soldiers		
(h)	● maintain dispersion,		
	● use available cover/concealment.		

16-3

PART II

DRILL TRAINER'S GUIDE OUTLINES

DRILL TRAINER'S GUIDE OUTLINES

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GENERAL NOTE: In all drills:

- o Don't let soldiers bunch up during movement or/at halt.
- o Make sure all soldiers and leaders take advantage of available cover and concealment.
- o Train without MILES until the Squad Fireteam can perform to Standards; then, use MILES and practice until the unit performs smoothly.

TRAINER'S GUIDE OUTLINE
FIRETEAM MOVES IN WEDGE FORMATION

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Fireteam moves cautiously in wedge formation before or after direct fire engagement.
 - b. Conditions:
 - (1) Friendly: Fireteam moves as leading element of the squad or as independent element in movement to a rally point.
 - (2) Enemy: Contact is possible.
 - c. Standards: See Walk-thru.
2. ORIENTATION: Tell the squad in your own words why the task is important. Stress the ability to detect and fire on the enemy to the front and flanks and to stay together as a team.

1-1

3. CAUTION: Tell the squad the standard safety caution for using artillery simulators.
4. PRETEST: See Set-up Directions and Walk-thru.
5. PRESENTATION:
 - a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task have this squad demonstrate the basic wedge, modified wedge, and leader signals.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. Set-Up Directions:
 - (1) Training Site: Vegetation on movement route varies from light to heavy. Width of lane varies naturally and through artificial boundaries (e.g., simulated cleared path through a minefield).

1-2

- (2) OPFOR: No OPFOR is required for this Drill.
- (3) Unit: Squad Leader/Fireteam Leader places fireteam members in wedge formation. Leader delivers FRAGO covering mission and route. Leader tells the fireteam that it will encounter a friendly minefield with a safe path marked.

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Review hand-and-arm signals for controlling team movement.
 - (b) Instruct soldiers to
 - 1 Pay attention to the Fireteam Leader.
 - 2 Follow the orders given by the Team Leader and follow the examples set by the Team Leader.
- (2) During the walk-thru:

1-3

- (a) Form team members into proper wedge formation. Order the fireteam to move out and apply the Standards:
 - "SOLDIERS MAINTAIN NOISE DISCIPLINE WHERE APPROPRIATE THROUGH THE DRILL."
 - "FIRETEAM MAINTAINS THE WEDGE FORMATION WHILE MOVING."
 - "SOLDIERS AUTOMATICALLY MAINTAIN AN INTERVAL OF 10 METERS EXCEPT WHEN VISIBILITY FORCES A SMALLER INTERVAL."

Coach soldiers to

- a Maintain visual contact with Team Leader.
- b Maintain about 10-meter interval when possible.
- c Follow the example set by the Team Leader.
- d Maintain 360 degree security.

1-4

(b) When the team encounters the friendly minefield, apply the Standards:

- "SOLDIERS DO NOT BUNCH UP WHEN THEY HALT OR CHANGE FROM WEDGE TO MODIFIED WEDGE FORMATION."
- "TEAM CROSSES THE MINEFIELD IN MODIFIED WEDGE."
- "WEDGE SPREADS WITHOUT COMMAND AS SOON AS MINEFIELD IS CROSSED."

Coach soldiers to

- a Avoid letting the presence of the minefield keep them from maintaining surveillance.
- b Start spreading out as soon as they have crossed the minefield.
- c Avoid bunching up before, during, and after crossing the minefield.

1-5

(c) Set off artillery simulators in the area and apply the Standards:

- "SOLDIERS REACT TO INDIRECT FIRE BY IMMEDIATELY SEEKING COVER."
- "SOLDIERS FOLLOW SQUAD LEADER'S DIRECTION/EXAMPLE."

Coach soldiers to

- a Shout "incoming" to insure that everyone knows that artillery is expected.
- b Follow Team Leader.
- c Stay in formation and be prepared to continue normal movement when area is passed.

1-6

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations in the Drill:
 - (1) Select different terrain.
 - (2) Reduce coaching until the fireteam can perform to standards without it.
- c. WARNING. Soldiers will usually bunch up when you coach them, and then stay that way. So make sure your soldiers are properly dispersed when you begin each practice run.

7. PERFORM:

Inform Squad Leader or PL/PSG that fireteam is ready for evaluation.

TRAINER'S GUIDE OUTLINE
SQUAD MOVES IN TRAVELING OVERWATCH

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad moves in traveling overwatch formation, taking advantage of available cover and concealment and bypassing danger areas.
 - b. Conditions:
 - (1) Friendly: Squad moves as lead squad in a platoon/company "movement to contact."
 - (2) Enemy: Contact is possible.
 - c. Standards: See Walk-thru.
2. ORIENTATION: Tell the squad in your own words why the task is important. Stress that the teams need to maintain visual contact, to maintain proper dispersion, to stay alert, and to maintain constant all-around surveillance.

2-1

3. CAUTION: None.
4. PRETEST: See Set-up Directions and Walk-thru.
5. PRESENTATION:
 - a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. Set-Up Directions:
 - (1) Training Site: Terrain and vegetation along axis of advance contain:
 - (a) Opportunities for squad to make good use of cover and concealment.

2-2

- (b) Danger areas which must be bypassed.
- (c) Visual contact at distances of 30 to 50 meters.
- (2) OPFOR: OPFOR are not required for this Drill.
- (3) Unit: Deliver FRAGO covering mission, route, and enemy situation.

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Coach soldiers to follow example of team leader.
 - (b) Conduct personnel and equipment IAW unit SOP; e.g.: ammo, camouflage, water, ration, etc.

2-3

(2) During the walk-thru:

- (a) Select lead and trail teams and order the squad to move out. Take up a position at the rear of the lead team, adjusting your position as necessary to apply the Standards:
 - "BOTH FIRETEAMS MOVE IN THE WEDGE FORMATION."
 - "BOTH FIRETEAMS MAINTAIN ALL-AROUND SECURITY AT ALL TIMES."

Coach soldiers to

- a Maintain the same relative position in the wedge.
- b Adjust their intervals if necessary to keep the team leader in sight.

2-4

(b) Observe lead fireteam and apply the Standard:

- "LEAD (AND TRAIL) FIRETEAM(S) ADJUST FORMATION AND ROUTE TO TAKE ADVANTAGE OF COVER AND CONCEALMENT."

1 Coach soldiers to

- a Be alert for signs of the enemy.
- b Pass information to leaders.

2 Coach Fireteam Leader to

- a Halt as necessary to survey terrain and select route.
- b Make sure all team members are accounted for.

2-5

(c) Observe trail team and apply the Standards:

- "TRAIL FIRETEAM MAINTAINS A DISTANCE OF 30-50 METERS FROM LEAD FIRETEAM DURING MOVEMENT AND WHEN HALTED."
- "(LEAD AND) TRAIL FIRETEAMS ADJUST FORMATION AND ROUTE TO TAKE ADVANTAGE OF COVER AND CONCEALMENT."
- "VISUAL CONTACT IS MAINTAINED BETWEEN FIRETEAMS."
- "TRAIL FIRETEAM MOVES SO THAT IT CAN COVER THE ADVANCE OF THE LEAD TEAM."

1 Coach soldiers to

- a Keep track of location of the lead fireteam.
- b Be alert for signs of the enemy.
- c Pass information to leaders.

2-6

2 Coach Fireteam Leader to

- a Maintain visual contact with lead fireteam.
- b Be alert to halts/changes in direction of movement.
- c Maintain distance of fireteams.
- d Make sure all team members are accounted for.

2-7

(d) When lead fireteam reaches a danger area, apply the Standards:

- "LEAD FIRETEAM HALTS AS NECESSARY TO CHECK OUT ROUTE AND POTENTIAL DANGER AREAS."
- "LEAD FIRETEAM INFORMS TRAIL FIRETEAM AND SQUAD LEADER OF CHANGES IN ROUTE AND HALTS AS NECESSARY."
- "TRAIL FIRETEAM MAINTAINS A DISTANCE OF 30-50 METERS FROM LEAD FIRETEAM DURING MOVEMENT AND HALTS."
- "BOTH FIRETEAMS MAINTAIN ALL-AROUND SECURITY AT ALL TIMES."

(e) End Drill when squad has moved through the exercise lane. Review the squad's performance on meeting each of the standards.

2-8

6. PRACTICE

- a. Conduct the Drill according to the directions in the blocks above.
- b. Introduce the following variations as you repeat the drills.
 - (1) Switch fireteams so that each gets practice in acting as lead team and trail team. (May require second walk-thru.)
 - (2) Select different terrain. Vary types of danger areas that can be recognized and avoided (like roads, fields, potential enemy positions, etc.).
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM

Inform PL/PSG that squad is ready for evaluation.

TRAINER'S GUIDE OUTLINE
SQUAD CROSSES A DANGER AREA

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad crosses a danger area in a safe and secure manner.
 - b. Conditions:
 - (1) Friendly: Fire support from outside the squad is not available.
 - (2) Enemy: Contact with the enemy is possible.
 - c. Standards: See Walk-thru.
2. ORIENTATION: Tell the squad in your own words why the task is important. Stress that danger areas should be crossed only when necessary and the need to use special techniques to reduce chances of detection and to protect yourself from the enemy.
3. CAUTION: None

3-1

4. PRETEST: See Set-up Directions and Walk-thru.

5. PRESENTATION:

- a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
- b. Set-Up Directions:
 - (1) Training Site: Terrain presents squad with an open area such as a stream or road. Covered/concealed positions are available on far and near side of danger area.
 - (2) OPFOR: No OPFOR is required for this Drill.

3-2

- (3) Unit: Station the point man in the final covered and concealed position at the edge of the danger area. Form the squad into a static overwatch oriented on the point man and order the squad to assume a tactical posture.

c. Walk-Thru:

- (1) Before the walk-thru:

- (a) Explain to the squad that the point man would take the following actions when he reached a danger area.

- 1 Stop the movement of the leading fireteam.
- 2 Report, or have one of the members of the fireteam report, the danger area to the Squad Leader.

- (2) During the walk-thru:

3-3

- (a) Execute actions according to the Standards:

- "SQUAD LEADER AND FIRETEAM LEADERS INFORM ALL SQUAD MEMBERS OF THE LOCATION OF RALLY POINTS ON THE NEAR AND FAR SIDE OF THE DANGER AREA."
- "SQUAD LEADER DESIGNATES OVERWATCHING SECURITY ELEMENTS AND DIRECTS THEM TO SUITABLE POSITIONS TO COVER BY OBSERVATION AND FIRE:
 - THE DANGER AREA
 - FLANKS
 - OPPOSITE SIDE."

- 1 Explain the purpose of rally points on near and far side of the danger area.
- 2 Coach soldiers in leading fireteam to:

Use covered/concealed positions when near the danger area.

3-4

(b) Apply the Standards:

- "MEMBERS OF THE SECURITY ELEMENT TAKE UP COVERED AND CONCEALED POSITIONS, MAINTAINING NOISE DISCIPLINE, BEFORE ANYONE STARTS TO CROSS THE DANGER AREA."
- "MEMBERS OF THE SECURITY ELEMENT MAINTAIN PROPER PROFILE: OBSERVE AROUND OBJECT, STAY LOW AND AVOID EXPOSURE."

Coach all squad members to:

- a Maintain noise discipline.
- b Take up covered and concealed positions when near danger area.

3-5

(c) Order two men to cross the danger area to recon and secure the other side. Apply the Standards:

- "FIRST ELEMENT CROSSING DANGER AREA CHECKS OUT THE FAR SIDE FOR ENEMY POSITIONS, USING MODIFIED BOX TECHNIQUE."
- "AT LEAST ONE MAN OF THE FIRST ELEMENT SETS UP SECURITY ON FAR SIDE AND ONE MAN SIGNALS TO REST OF SQUAD THAT THE AREA IS CLEAR."

(d) As squad members cross the danger area, apply the Standards:

- "SQUAD MEMBERS MOVE CONTINUOUSLY AND QUIETLY WHILE CROSSING THE DANGER AREA."
- "SQUAD MEMBERS MAINTAIN AN INTERVAL OF AT LEAST 10 METERS WHILE CROSSING THE DANGER AREA."

3-6

- (e) As remainder of squad crosses the danger area, apply the Standards:
- "SQUAD MEMBERS CROSS DANGER AREA AND TAKE UP POSITIONS IN WEDGE FORMATION ON FAR SIDE."
 - "NEAR SIDE AND FLANK SECURITY ELEMENTS CROSS DANGER AREA AFTER ALL OTHER ELEMENTS HAVE CROSSED."
- (f) When entire squad has crossed danger area, apply the Standards:
- "LAST ELEMENT TO CROSS THE DANGER AREA INFORMS SQUAD LEADER THAT ENTIRE SQUAD HAS CROSSED."
 - "SQUAD RESUMES MOVEMENT IN TRAVELING OVERWATCH FORMATION (FIRETEAMS IN WEDGE)."
- (g) Stop the Drill. Review squad's performance on meeting each of the Standards.

3-7

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill.
 - (1) Switch fireteams so that each gets practice in acting as the security element.
 - (2) Reduce coaching until the squad can perform to standards without it.
 - (3) Select different terrain.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

3-8

TRAINER'S GUIDE OUTLINE
SQUAD TAKES ACTION ON CONTACT
(TRAVELING OVERWATCH)

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad takes action on contact while moving in traveling overwatch formation.
 - b. Conditions:
 - (1) Friendly: Squad moves as lead squad in platoon/company movement to contact.
 - (2) Enemy: Contact with the enemy is possible.
 - c. Standards: See Walk-thru.
 2. ORIENTATION: Tell the squad in your own words why the task is important. Stress separation and lack of support from other squads, immediate response to suppress enemy, movement by trailing fireteam under direction of fireteam leader.
- 4-1
3. CAUTION: Deliver the standard caution for using blank ammunition.
 4. PRETEST: See Set-up Directions and Walk-thru.
 5. PRESENTATION:
 - a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. Set-up Directions:
 - (1) Training Site: Terrain must
 - (a) Provide enemy position along designated route of advance.
 - (b) Be wide enough to permit trailing fireteam to move on line with leading fireteam once contact has been made.

- (2) OPFOR: Emplace OPFOR (one machinegun team or two riflemen) in covered/concealed positions. Instruct OPFOR to fire when leading fireteam is sighted.
- (3) Unit: Squad leader forms squad in traveling overwatch formation in a position to allow the leading team to move for a few minutes before contact is made. Squad leader points out route of advance.

c. Walk-thru:

- (1) Before the walk-thru:
 - (a) Adjust formation as required for terrain/vegetation.
 - (b) Coach soldiers to
 - 1 Maintain formation
 - 2 Follow example of fireteam leader
 - 3 Adjust formation as terrain/vegetation changes

4-3

(2) During the walk-thru:

- (a) Order lead fireteam to move along assigned route. Adjust route to ensure contact with OPFOR. When the OPFOR begins firing apply the Standard "LEADING FIRETEAM IMMEDIATELY SEEKS COVER AND RETURNS FIRE."

Coach soldiers to

- a Hit the ground immediately
- b Adjust position to deliver fire on enemy
- c Watch fireteam leader
- d Use high individual rate of fire

- (b) Observe individual soldier's positions. Apply the Standard "PERSONNEL IN LEADING FIRETEAM AVOID BUNCHING."

Coach soldiers to

- a Avoid same individual position
- b Move (low crawl) to improve firing position
- c Avoid masking teammate's fire

4-4

- (c) Apply the Standard "LEADING FIRETEAM LEADER MAINTAINS CONTROL OF FIRETEAM MEMBERS."

Coach soldiers to

- a Maintain contact with fireteam leader
- b Stay together as a team
- c Maintain high rate of fire

- (d) Apply the Standard "MEMBERS/LEADERS OF LEADING FIRETEAM PASS INFORMATION ON THREAT TO SQUAD LEADER."

Coach soldiers to

- a Locate enemy position
- b Deliver concentrated fire
- c Inform each other and leaders of enemy location, number, weapons

4-5

- (e) Direct movement of trailing fireteam to left (or right). Apply the Standards:

- "TRAILING FIRETEAM MANEUVERS AS A GROUP UNDER THE DIRECTION OF THE FIRETEAM LEADER."
- "TRAILING FIRETEAM MEMBERS MAINTAIN INTERVALS BETWEEN INDIVIDUALS."

Coach soldiers to:

Maintain contact with fireteam leader.

- (f) Apply the Standard: "TRAILING FIRETEAM MANEUVERS WHERE DIRECTED."

Coach soldiers to:

- a Avoid positions where fire is masked by lead fireteam.
- b Move to/adjust firing position by low crawl, if necessary.
- c Avoid same individual position.
- d Take up high rate of fire immediately.

4-6

- (g) Apply the Standard: "SQUAD LEADER RECEIVES ACCURATE REPORT OF NUMBER AND TYPES OF ENEMY WEAPONS AND PERSONNEL; ENEMY ACTIVITY AND LOCATION; AND FRIENDLY SITUATION."

1 Explain to soldiers that

- a Squad leader needs information for decision.
- b Squad may now fire and move with remainder of platoon, or move independently, or may disengage.

2 Coach soldiers to

- a Maintain fire superiority.
- b Relay information to team leaders/squad leader.

- (h) Signal OPFOR to cease firing. Order squad to cease firing. Review squad's performance on meeting each of the standards.

4-7

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drills:
 - (1) Switch fireteams so that each gets practice in acting as leading/trailing team. (May require second walk-thru.)
 - (2) Select different terrain, adjust OPFOR position.
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

4-8

TRAINER'S GUIDE OUTLINE
SQUAD MOVES IN BOUNDING OVERWATCH

1. **TRAINING OBJECTIVE:** Tell the squad the training objective in your own words.
 - a. **Task:** Squad moves using bounding overwatch technique.
 - b. **Conditions:**
 - (1) **Friendly:** Squad moves as lead squad in a platoon/company movement to contact.
 - (2) **Enemy:** Contact is expected.
 - (3) **Other:** Rapid movement is not required.
 - c. **Standards:** See Walk-thru.
2. **ORIENTATION:** Tell the squad in your own words why the task is important. Stress the quick response to enemy direct fires made possible by moving in bounding overwatch and the large amount of coordination required to successfully use this technique.

5-1

3. **CAUTION:** None
4. **PRETEST:** See Set-up Directions and Walk-thru.
5. **PRESENTATION:**
 - a. **Optional Demonstration:**
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. **Set-Up Directions:**
 - (1) **Training Site:** Natural terrain provides:
 - (a) Covered/concealed routes for bounding elements.
 - (b) Overwatch positions to cover bounding elements by observation and fire.
 - (c) Cover/concealment in overwatch positions.
 - (2) **OPFOR:** No OPFOR is required for this Drill.

5-2

- (3) Unit: From tactical halt position, deliver FRAGO that covers routes of advance and all overwatch positions on a map for both Team Leaders. Assign starting positions for attached weapons (M60 machinegun and/or DRAGON).

c. Walk-Thru:

- (1) Before the walk-thru:
- (a) Demonstrate the bounding overwatch technique on chalkboard or on the ground.
 - (b) Emphasize that "halted in overwatch" means being in covered positions and ready to fire on the enemy. Demonstrate good and poor use of cover and show how a position can offer concealment but no cover. Stress importance of cover.

5-3

(2) During the walk-thru:

- (a) Execute actions according to the Standards:

- "SQUAD LEADER INFORMS BOTH FIRETEAM LEADERS OF THE LOCATIONS OF SUITABLE OVERWATCH POSITIONS AND ROUTES OF ADVANCE."
- "SQUAD LEADER AND FIRETEAM LEADERS COORDINATE SIGNALS TO BE USED FOR CONTROLLING TIMING OF BOUNDS, RATE OF MOVEMENT, COORDINATION OF ACTIONS."

Coach soldiers to:

Establish security at halt position.

- (b) Apply the Standard: "FIRETEAM LEADERS INFORM ALL INDIVIDUAL SOLDIERS OF THE LOCATIONS OF OVERWATCH POSITIONS AND ROUTES OF ADVANCE."

Coach soldiers to:

Maintain security while orders are issued.

5-4

- (c) Order the bounding team to move out and observe their movement from the overwatch position. Apply the Standard: "INDIVIDUALS MAINTAIN FORMATION AND INTERVAL APPROPRIATE TO THE TERRAIN AND VEGETATION AND MAINTAIN VISUAL CONTACT WITH LEADERS."

1 Coach Fireteam Leaders to

- a Follow assigned movement routes.
- b Use cover/concealment along route.
- c Quickly set up overwatch at next position.

2 Coach soldiers in bounding element to

- a Pay attention to the Team Leader.
- b Maintain wedge formation.
- c Maintain dispersion.

5-5

3 Coach soldiers in overwatch element to

- a Keep track of bounding element.
- b Be alert for enemy action.
- c (Use bounding teams to illustrate good/bad movement techniques.)

- (d) When bounding element has reached its overwatch position apply the Standards:

- "BOUNDING ELEMENT IS NEVER MORE THAN 150 METERS AHEAD OF OVERWATCHING ELEMENT.
- "FIRETEAMS DO NOT MOVE OR HALT AT THE SAME TIME FOR MORE THAN ONE MINUTE."

Coach Fireteam Leader to

- a Watch for signal from bounding element to move out.
- b Be prepared to move out promptly.

5-6

- (e) Move with the rear team as it begins its bound. Move attached weapons with fireteam. Apply the Standard: "INDIVIDUALS MAINTAIN FORMATION AND INTERVAL APPROPRIATE TO THE TERRAIN AND VEGETATION AND MAINTAIN CONTACT WITH LEADERS."

1 Coach Fireteam Leader to

- a Follow assigned route.
- b Use cover/concealment along route.

2 Coach soldiers to

- a Pay attention to Fireteam Leader.
- b Maintain wedge formation.
- c Maintain dispersion

- (f) Join the overwatching team as the bounding team passes it, executing actions according to the following standards.

- "SQUAD LEADER CHANGES HIS LOCATION FROM ONE FIRETEAM TO ANOTHER TO HELP HIM CONTROL THE SQUAD."

5-7

- "SQUAD LEADER ASSIGNS ATTACHED WEAPONS TO OVERWATCH ELEMENTS, SHIFTING LOCATION FROM FIRETEAM TO FIRETEAM AS NECESSARY."

Coach the bounding fireteam leader to

- a Continue movement along route to assigned position.
- b Quickly set up overwatch using cover/concealment at his next position.

- (g) Assign attached weapons to overwatch positions. Check out individual rifleman positions, applying the Standards:

- "SOLDIERS TAKE ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT IN OVERWATCH POSITIONS."
- "OVERWATCHING ELEMENT TAKES GOOD ADVANTAGE OF SELECTED POSITIONS TO COVER THE BOUNDING ELEMENT'S ROUTE OF ADVANCE BY OBSERVATION AND FIRE."

5-8

- (h) **Execute steps (d) through (g) until each team has twice acted as bounding element.**

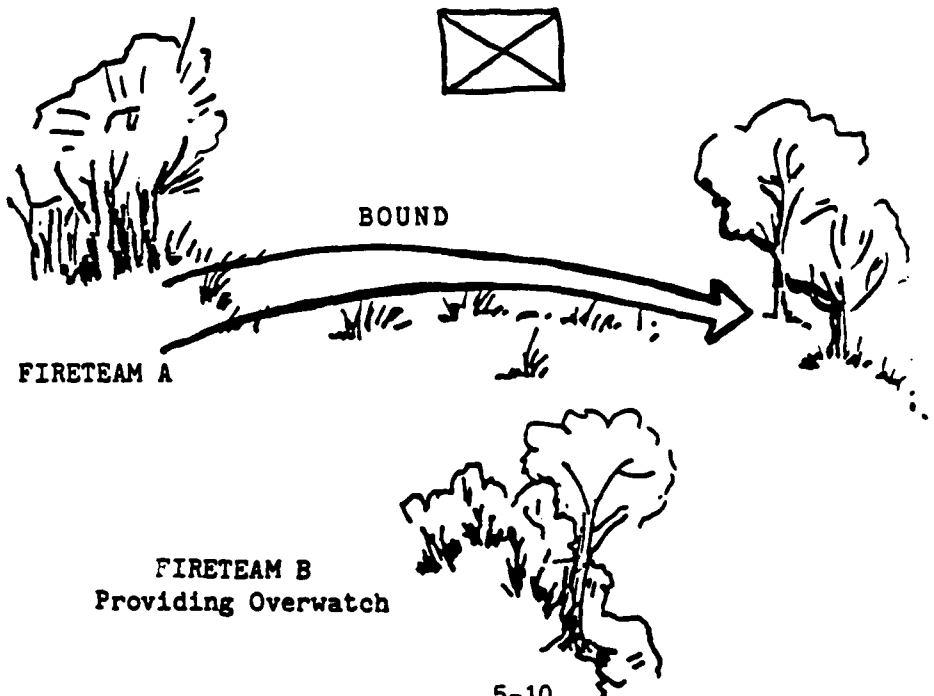
6. PRACTICE:

- a. Conduct The Drill according to the directions in the blocks above.
- b. Introduce the following variations as you repeat The Drill:
 - (1) Select different terrain.
 - (2) Complete at least one bound with each fireteam to apply the Standard "MEMBERS OF OVERWATCH ELEMENT RAPIDLY TAKE UP COVERED/CONCEALED POSITIONS."
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

5-9



5-10

TRAINER'S GUIDE OUTLINE
SQUAD TAKES ACTION ON CONTACT
(BOUNDING OVERWATCH)

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad takes action on contact while moving in bounding overwatch formation.
 - b. Conditions:
 - (1) Friendly: Squad is lead element in platoon movement to contact.
 - (2) Enemy: Contact with the enemy is expected.
 - c. Standards: See Walk-thru.

6-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Point out that this formation provides the quickest response and most protection from enemy fires. Stress how important it is for the overwatching team to stay alert and return fire immediately on the known or suspected enemy position. Stress following the team leader's fire directions and passing information to the team leaders and squad leader.
3. CAUTION: Tell the squad the standard safety caution for using blank ammunition.
4. PRETEST: See Set-up Directions and Walk-thru.

6-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site: Terrain provides for:
 - (a) Enemy position along squad's route of advance.
 - (b) Positions from which each team can observe route of the other team and can fire on enemy position.

6-3

- (2) OPFOR: Emplace OPFOR riflemen or machinegun team in covered/concealed positions. Caution OPFOR to remain concealed until they open fire on the bounding team. Instruct OPFOR to open fire when they spot the bounding team.
- (3) Unit: After OPFOR are in position, inform both team leaders of the routes selected for each team. The start point for the bounding team should be just far enough from the enemy position to allow it to move a few minutes before contact is made.

c. Walk-Thru:

- (1) Before the walk-thru:

Coach soldiers to

 - 1 Report any enemy information to their leaders and buddies.
 - 2 Return a high volume of fire on contact.
 - 3 Keep their leaders in sight and follow their directions.

6-4

(2) During the walk-thru:

- (a) Order one team to move out. You should move at the rear of this team.

Coach the bounding team to

- 1 Always look for covered positions while moving.
- 2 Take up closest covered position if fired on.

- (b) When OPFOR opens fire, apply the Standards:

- "THE BOUNDING TEAM IMMEDIATELY SEEKS COVER WHEN HIT."
- "OVERWATCHING TEAM IMMEDIATELY RETURNS FIRE."

6-5

Coach soldiers in the bounding element to

- a Hit the ground immediately and take up a covered position

OR

- b Rush to a covered position if necessary.

- (c) Apply the Standards:

- "SOLDIERS IN BOUNDING TEAM AVOID BUNCHING UP IN POSITIONS."
- "BOUNDING TEAM RAPIDLY RETURNS FIRE FROM COVERED POSITIONS."

Coach soldiers to

- a Pass along information on enemy.
- b Adjust position by high/low crawl.

6-6

(d) Apply the Standard:

- "BOUNDING TEAM LEADER MAINTAINS CONTROL OF TEAM MEMBERS' POSITIONS AND FIRE."

Coach soldiers to

- a Maintain contact with team leader.
- b Avoid independent maneuver-- stay with team.

(e) Apply the Standard:

- "SQUAD LEADER RECEIVES ACCURATE REPORT OF NUMBER AND TYPES OF ENEMY WEAPONS AND PERSONNEL: ENEMY ACTIVITY AND LOCATION: AND FRIENDLY SITUATION."

Coach soldiers to

- a Maintain fire superiority.
- b Relay information to team leaders and Squad leader.

6-7

- (f) Order the OPFOR and the squad to cease fire. Review the performance of the squad with respect to the Standards.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Give each fireteam practice in acting as the bounding team and the overwatching team (this may require a second walk-thru).
 - (2) Select different terrain.
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

6-8

TRAINER'S GUIDE OUTLINE
SQUAD EMPLOYS DIRECT FIRE

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.

a. Task: Squad engages OPFOR with direct fire weapons.

NOTE: (1) This Drill can include the use of the M60 machinegun, M203, and LAW if range facilities permit.

(2) This Drill is designed for execution on the Army's Standard Field Firing Range (Reference TC 25-2, Training Ranges, 10 Mar 80, pp 23, 24) with minimal range modifications (see Appendix).

(3) This Drill is suitable for execution using MILES and/or live fire.

7-1

b. Conditions:

(1) Friendly: Squad takes up hasty defense position in a platoon perimeter.

(2) Enemy: Contact is expected.

c. Standards: See Walk-thru.

2. ORIENTATION: Tell the squad in your own words why the task is important. Explain that they are "qualifying" as a fighting unit. Tell them how important it is to pay attention to their team leader's fire directions and act together as a team to defeat a larger force and to service targets as they appear. Point out that some targets may call for massed fires and some may call for distributed fires. Explain what massed and distributed fires are.

3. CAUTION: Tell the squad the standard safety SOP for live-fire and use of the range.

4. PRETEST: See Set-up Directions and Walk-thru.

7-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If possible, have the squad observe another squad as it executes the Drill.
- (2) Explain what they are doing and why as they perform. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site: Standard field firing range (Ref. TC 25-2, pp 22-23) with 35 firing points.
- (2) OPFOR: Targets provide OPFOR for this Drill.
- (3) Unit: Assign team leaders to firing positions midway along firing line. Team Leaders assign riflemen to prone or standing supported firing positions. Take up (nonfiring) position to rear of squad.

7-3

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Review range safety SOP.
 - (b) Instruct the soldier to
 - 1 Fire in semi-automatic mode.
 - 2 Vary individual rate of fire so all do not reload at once.
 - 3 Place magazines where they can easily get to them.
- (2) During the walk-thru: NOTE--during walk-thru, signal range control to present target arrays on command, rather than according to scenario.

(a) Execute the Standard:

- "SQUAD LEADER ASSIGNS FIRETEAMS OVERLAPPING SECTORS OF OBSERVATION AND FIRE."

7-4

(b) Apply the Standard:

- "FIRETEAM LEADERS ASSIGN EACH SOLDIER A FIRING POSITION AND SECTOR OF OBSERVATION AND FIRE."

Instruct Team Leaders to

- a Assign overlapping sectors of fire.
- b Return to firing position when finished.

(c) When all men are in firing positions, signal to range officer to execute target scenario. As targets appear execute the Standard:

- "SQUAD LEADER ASSIGNS TARGET ARRAYS TO FIRETEAM LEADERS AS THEY APPEAR."

7-5

(d) Observe actions of Fireteam Leaders, apply the Standard:

- "FIRETEAM LEADERS ACTIVELY CONTROL THEIR TEAM'S RATE, DISTRIBUTION, SHIFTING, AND MASSING OF FIRES."

Coach Team Leaders to

Follow unit SOP.

(e) As target arrays appear, apply the Standards:

- "SOLDIERS PROMPTLY REPORT DETECTIONS OF TARGETS TO LEADERS."
- "SOLDIERS SHOOT FIRST WITH MASS FIRE AT HIGH RATE, THEN ADJUST RATE TO MAINTAIN FIRE SUPERIORITY."

7-6

(f)

If range facilities permit, apply the Standards:

- "RIFLEMEN ENGAGE PERSONNEL TARGETS ON THE GROUND AND IN VEHICLE HATCHES AT RANGES UNDER 300 METERS."
- "GRENADIER ENGAGES AUTOMATIC WEAPONS POSITIONS AT RANGES UNDER 350 METERS, AND FLANKS AND REAR OF ARMOR VEHICLES AT RANGES UNDER 150 METERS."
- "M60 GUNNERS ENGAGE PERSONNEL TARGETS ON THE GROUND AND IN VEHICLE HATCHES AND AUTOMATIC WEAPONS POSITIONS AT RANGES UNDER 1000 METERS."

(g)

When target scenario ends, order cease fire, lock and clear all weapons.

(h)

Review the squad's performance.

7-7

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Change the order of presentation of the target arrays in the target scenario.
 - (2) Move the squad to the left/right on the firing line.
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

7-8

TRAINER'S GUIDE OUTLINE

SQUAD PREPARES TO PROVIDE COVERING FIRE

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad prepares to provide covering fire for an assaulting squad.
 - b. Conditions:
 - (1) Friendly: Platoon is given order to attack objective along its route of advance. Squad is ordered to support assaulting squad by fire.
 - (2) Enemy: Enemy squad-sized or smaller element is reported to occupy objective.
 - c. Standards: See Walk-thru.

8-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Stress the squad as an element of the platoon and company; tell them how important it is to know the route of the assaulting element, to select positions with good fields of fire and observation, and to stay in contact with the team leader so he can control their fire.
3. CAUTION: None.
4. PRETEST: See Set-up Directions and Walk-thru.
5. PRESENTATION:
 - a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.

8-2

b. Set-up Directions:

- (1) Training Site: Terrain provides for:
 - (a) Covered and concealed position for a squad-sized OPFOR.
 - (b) Protected route of approach to the objective for an assaulting squad.
 - (c) Covered and concealed positions for overwatching squad to cover the objective by observation and fire.
- (2) OPFOR: No OPFOR is required for this Drill.
- (3) Unit: Squad Leader issues FRAGO to team leaders from a halt position which allows observation of the support position and the objective. The FRAGO covers the mission, enemy situation, friendly situation, and route of the assault squad.

8-3

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Instruct soldiers to
 - 1 Move to positions assigned by team leaders.
 - 2 Use available cover/concealment to move into and adjust position.
 - (b) Instruct Fireteam Leaders to
 - 1 Select positions that provide cover and good fields of fire.
 - 2 Adjust positions to insure control.
 - 3 Report to Squad Leader when team is ready.

8-4

(2) During the walk-thru:

(a) Apply the Standard:

- "FIRETEAM LEADERS INFORM THEIR TEAMS OF THE MISSION, ENEMY SITUATION, FRIENDLY SITUATION AND ROUTE OF ADVANCE OF THE ASSAULT SQUAD."

(b) As squad moves into position, apply the Standards:

- "TEAMS MOVE TO OVERWATCH POSITIONS UNDER THE DIRECTION OF TEAM LEADERS."
- "FIRETEAM LEADERS ASSIGN INDIVIDUAL POSITIONS TO THEIR SOLDIERS."

1 Coach soldiers to

- a Maintain noise discipline.
- b Maintain dispersion.
- c Use available cover/concealment.
- d Pay attention to team leader.

8-5

2 Coach team leaders to

- a Select positions to provide cover and good fields of fire and observation.
- b Position soldiers roughly ten meters apart.

(c) As soldiers take up their individual positions, apply the Standard:

- "INDIVIDUAL SOLDIERS MOVE INTO POSITION USING AVAILABLE COVERED AND CONCEALED ROUTES."

Coach soldiers to

- a Look for covered and concealed routes into their position, before starting to move forward.
- b Low crawl or high crawl, if necessary.

8-6

(d) After individual soldiers have moved into position, apply the Standard:

- "FIRETEAM LEADERS CHECK OUT EACH INDIVIDUAL POSITION:

NOTE: CHECK FOR

- USE OF COVER AND CONCEALMENT
- OBSERVATION AND FIELDS OF FIRE
- ABOUT 10 METER DISTANCE BETWEEN POSITIONS
- VISUAL CONTACT WITH TEAM MEMBERS ON BOTH SIDES OF POSITION."

1 Coach team leaders to

a Adjust individual positions as necessary.

b Point out route of assault squad from each individual position.

8-7

2 Coach soldiers to

Adjust individual positions using available cover and concealment.

(e) Apply the Standard:

- "TEAM LEADERS TAKE UP POSITIONS AND SIGNAL SQUAD LEADER THAT TEAM IS IN POSITION."

(f) End the Drill when you have checked all individual positions. Review the squad's performance on meeting each of the standards.

6. PRACTICE:

- a. Conduct the Drill according to the directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Select different terrain.
 - (2) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

TRAINER'S GUIDE OUTLINE
SQUAD PROVIDES COVERING FIRE

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad provides covering fire for an assaulting squad.
 - b. Conditions:
 - (1) Friendly: Platoon is conducting a hasty attack.
 - (2) Enemy: Enemy is located on the platoon objective, 200 meters from the over-watching squad.
 - c. Standards: See Walk-thru.
2. ORIENTATION: Tell the squad in your own words why the task is important. Stress the squad as an element of the platoon and company; teamwork to gain and maintain fire superiority.
3. CAUTION: Deliver the standard caution for using blank ammunition.

9-1

4. PRETEST: See Set-up Directions and Walk-thru.
5. PRESENTATION:
 - a. Optional Demonstration:
 - (1) If a nearby squad has successfully performed the task have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. Set-up Directions:
 - (1) Training Site: Terrain provides for:
 - (a) Platoon objective occupied by OPFOR squad-sized element.
 - (b) Protected route of approach to objective for assaulting squad.
 - (c) Covered and concealed positions for over-watching squad to cover the objective by observation and fire.

9-2

(2) OPFOR: Emplace OPFOR riflemen in covered/concealed positions on objective. Instruct OPFOR to remain in position and open fire on signal from trainer. Firing rates are as follows:

- (a) Initially deliver high rate of fire (each man fires one round per second) for 10 seconds.
- (b) Then fire at reduced rate in response to overwatching squad's fire until assault begins.
- (c) Increase rate of fire in response to assault element's fire, or on signal from trainer.

(3) Unit: Squad is in place after executing the Drill "Squad prepares to provide covering fire."

c. Walk-thru:

(1) Before the walk-thru:

- (a) Explain the term "heavy volume of fire."
9-3

(b) Instruct the soldiers to

- 1 Fire in semi-automatic mode.
- 2 Fire at suspected enemy positions.
- 3 Vary individual rate of fire so all do not reload at once.
- 4 Place magazines where they can easily get to them.

(2) During the walk-thru:

- (a) Signal OPFOR to commence firing. When OPFOR begins firing, order squad to open fire, and apply the Standard "SQUAD RETURNS HEAVY VOLUME OF FIRE FROM COVERED AND CONCEALED POSITIONS WHEN THE ENEMY OPENS FIRE."

1 Coach soldiers to

- a Remain in position.
- b Cover entire sector of fire.
- c Use high individual rate of fire.
- d Attend to Fireteam Leaders for directions.

- (b) When OPFOR reduces rate of fire, order squad to reduce its rate of fire and apply the Standard "SQUAD REDUCES FIRE WITHIN 10 SECONDS AFTER ENEMY REDUCES THEIR RATE OF FIRE."

1 Coach soldiers to

- a Pay attention to Fireteam Leaders.
- b Relay Fireteam Leader orders.
- c Reduce individual rate of fire (conserve ammunition).

- (c) During period of reduced rate of fire, apply the Standard "SQUAD MAINTAINS APPROPRIATE RATE OF FIRE AND AVOIDS LULLS CAUSED BY RELOADING, MALFUNCTIONS, ETC."

1 Explain to soldiers that

- a They must maintain fire superiority (keep enemy suppressed).
- b Maneuvering element is advancing to assault position.

9-5

2 Coach soldiers to

- a Vary individual rate of fire.
- b Correct malfunctions immediately.
- c Pick up fire for teammate as required.

- (d) Allow time for the supported squad to reach its assault position, then order OPFOR to increase their fire. Order squad to increase its rate of fire and apply the Standard "SQUAD INCREASES VOLUME OF FIRE WHEN ASSAULTING SQUAD (OR LEADER) SIGNALS."

1 Explain to soldiers that

- a Assaulting squad has reached its assault position.
- b Enemy has detected assaulting squad.

2 Coach soldiers to

- a Pay attention to Fireteam Leaders.
- b Relay orders from Fireteam Leaders.
- c Build up fire to regain fire superiority.

9-6

- (e) Order the squad to shift fire to left (or right) and apply the Standard "SQUAD SHIFTS ITS FIRE ON SIGNAL FROM LEADER BEFORE THE ASSAULT ELEMENT REACHES ITS OBJECTIVE."

1 Explain to soldiers that

a Assaulting squad is closing on the enemy positions.

2 Coach soldiers to

a Pay attention to Fireteam Leaders.

b Relay orders from Fireteam Leaders.

c Watch for enemy moving off the objective.

d Cease fire on command.

- (f) Signal OPFOR to cease firing. Order squad to cease firing, clear weapons, and remain in place.

Explain to soldiers that

Report was received from the assaulting Squad Leader that objective is secure.

9-7

- (g) Review the squad's performance on meeting each of the standards.

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the drill:
 - (1) Vary event times (length of time that OPFOR sustains initial high rate of fire, length of time allowed for movement to assault position).
 - (2) Select different terrain.
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

9-8

TRAINER'S GUIDE OUTLINE
SQUAD OCCUPIES POINT AMBUSH POSITION AND
EXECUTES AMBUSH AND SEARCH

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad occupies positions for a deliberate point ambush, executes the ambush, and sweeps and searches the kill zone.
 - b. Conditions:
 - (1) Friendly: Squad is operating independently.
 - (2) Enemy: Dismounted enemy patrol is reported moving along a known route.
 - (3) Other: Squad Leader has previously reconnoitered the ambush site and selected a kill zone, position for security team, position for support and assault teams, and routes into and out of the ambush position.

10-1

- c. Standards: See Walk-thru.
2. ORIENTATION: Tell the squad in your own words why the task is important. Explain how you have selected the site and designed the ambush for the terrain, enemy, and friendly situation. Explain how you rehearse for the ambush. Stress the importance of surprise, coordination and control in executing a successful ambush.
3. CAUTION: Strongly emphasize the safety cautions for using blank ammo and pyrotechniques. Also, caution soldiers to remain "Tactical" while searching.
4. PRETEST: See Set-up Directions and Walk-thru.

10-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site: Terrain provides:
 - (a) Dismounted enemy patrol route.
 - (b) Covered/concealed positions for the squad within 50 meters of the selected kill zone.
 - (c) Covered/concealed routes into ambush positions.

10-3

- (2) OPFOR: At least one or two soldiers (Machinegun team may be used as the OPFOR). Position OPFOR so that it will move along assigned route for two to five minutes before reaching the kill zone. Instruct OPFOR not to fire until fired on, to briefly return fire, then to act as casualties. Plant mock intelligence data on OPFOR. Signal OPFOR to move when squad is in position.
- (3) Unit: Issues FRAGO from a halt position which allows observation of the ambush site. FRAGO includes: mission; enemy situation; positions for security element; position for support and assault elements; routes into and out of positions; rally points and signals (for security element to signal that they are in position; security element to give early warning of OPFOR approach; leader to issue firing commands; and leader to order shifting of fire and assault into the kill zone). Assign individuals to support, security and assault teams.

10-4

c. Walk-Thru:

(1) Before the walk-thru:

- (a) Explain the terms "near ambush" and "far ambush."
- (b) Explain the jobs of the security team, support team and assault team.
- (c) Give the signals and check to make sure they are understood.

(2) During the walk-thru:

- (a) Order the security element to move into position and apply the Standard:
 - "SECURITY ELEMENT MOVES INTO POSITION USING COVERED/CONCEALED ROUTES, BEFORE ASSAULT AND SUPPORT ELEMENTS MOVE."
- (b) Apply the Standard:
 - "SECURITY ELEMENT SIGNALS TO REST OF SQUAD WHEN FLANKS HAVE BEEN SECURED."

10-5

- (c) Order support and assault elements to move into position and apply the Standard:

- "SOLDIERS IN SUPPORT AND ASSAULT ELEMENTS MOVE TOWARD POSITIONS USING COVERED/CONCEALED ROUTES."

- (d) Order individuals from assault element to move to emplace Claymore mines on edge of the kill zone. Apply the Standards:

- "CLAYMORES ARE AIMED TO COVER FAR SIDE OF KILL ZONE."
- "CLAYMORES ARE CAMOUFLAGED TO PREVENT DETECTION BY OPFOR, AND THEN ARMED."
- "LEADERS SELECT FRIENDLY POSITIONS THAT ARE OUT OF CLAYMORE KILL ZONE AND THAT PROVIDE PROTECTION FROM CLAYMORE BACK-BLAST."

Explain to squad that Claymores are being used to

- a Restrict OPFOR movement out of the kill zone.
- b Prevent OPFOR from maneuvering in support.
- c Deny OPFOR covered positions on far side of kill zone.

(e) Apply the Standard:

- "INDIVIDUAL POSITIONS ARE SEPARATED BY 10 METERS OR MORE."

Explain to soldiers that positions must be spread out to

- a Reduce vulnerability to grenades.
- b Cover the whole kill zone.

10-7

(f) Walk along the OPFOR's route and apply the Standard:

- "SOLDIERS TAKE UP COVERED AND CONCEALED POSITIONS."

Coach soldiers to:

- a Remain in position.
- b Keep quite.

(g) Signal the OPFOR to move out and apply the Standard:

- "SECURITY ELEMENT WARNS SQUAD LEADER WHEN OPFOR HAS BEEN SIGHTED."

Coach security element to:

- a Remain in Position.
- b Keep Quiet.

10-8

(h)

Signal squad to open fire when OPFOR reaches middle of kill zone. Apply the Standards:

- "SOLDIERS HOLD FIRE UNTIL SQUAD LEADER GIVES SIGNAL TO OPEN FIRE."
- "SQUAD BRINGS HEAVY VOLUME OF FIRE ON THE ENEMY CLAYMORES ARE FIRED."

(i)

Give the signal for the assault, and apply the Standards:

- "SUPPORT ELEMENT IMMEDIATELY LIFTS ITS FIRES ON SIGNAL FROM THE SQUAD LEADER."
- "ASSAULT ELEMENT RAPIDLY MOVES INTO KILL ZONE ON SIGNAL FROM SQUAD LEADER."

10-9

(j)

Apply the Standard:

- "ASSAULT ELEMENT RAPIDLY SEARCHES KILL ZONE AND ENEMY SOLDIERS. PART OF ASSAULT ELEMENT COVERS SOLDIERS CONDUCTING THE SEARCH."

(k)

When assault element completes search, order withdrawal and apply the Standards:

- "ASSAULT ELEMENT MOVES QUICKLY OUT OF AMBUSH AREA TOWARD RALLY POINT."
- "SECURITY ELEMENTS MOVE BACK TO JOIN ASSAULT ELEMENT."
- "SUPPORT ELEMENT COVERS WITHDRAWAL OF ASSAULT AND SECURITY ELEMENTS, THEN MOVES RAPIDLY TOWARD RALLY POINT."

10-10

- (1) End the exercise and assemble the OPFOR and squad. Review the squads performance with respect to the standards. Use OPFOR to assist in critique of positions, noise discipline, etc.

6. PRACTICE

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Give each soldier the chance to act in the security element, support element and assault element (this may require three walk-thrus).
 - (2) Select different terrain. If the other terrain is enough like the first terrain, have the squad set up and execute the ambush without rehearsal. Otherwise, walk thru and rehearse squad on ambush as before.
 - (3) Change location/type of intelligence material to be found during the search.

10-11

- (4) Reduce coaching until the squad can perform to standards without it.

7. PERFORM

Inform PL/PSG that squad is ready for evaluation.

10-12

TRAINER'S GUIDE OUTLINE

FIRETEAM MANEUVERS USING HIGH/LOW CRAWL

1. TRAINING OBJECTIVE: Tell the fireteam the training objective in your own words.
 - a. Task: Fireteam maneuvers under enemy direct fires by high crawling and low crawling.
 - b. Conditions:
 - (1) Friendly: Fireteam is maneuver element in squad fire and maneuver against an enemy position. Other fireteam (simulated) provides a base-of-fire.
 - (2) Enemy: Squad has made contact with an enemy OP.
 - c. Standards: See Walk-thru.

11-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Explain how individuals must use basic skills as a team. Stress that using high or low crawl depends on cover/concealment, visibility, and how fast you have to move. Stress keeping far enough apart but not getting separated from the team.
3. CAUTION: Tell the team the standard safety caution for using blank ammunition. Do not allow soldiers to engage (using blanks) closer than 25 meters.
4. PRETEST. See Set-up Directions and Walk-thru.

11-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby fireteam has successfully performed the task, have this team demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating fireteam did.

b. Set-Up Directions:

- (1) Training Site: Terrain provides gullies, ravines, ditches, high grass, and other terrain features offering low cover and concealment (one to two feet high). Terrain allows for a continuous covered route of advance.
- (2) OPFOR: Instruct OPFOR rifleman to fire on the fireteam whenever he sees a target. If he sees no target, he should fire one/two round bursts once every five seconds.

11-3

- (3) Unit: Emplace fireteam in covered/concealed position allowing observation of the enemy position. Point out the enemy position, the general route to be taken by the fireteam, and the location of the assault position to which the team should move. Point out where the base-of-fire team would be positioned.

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Demonstrate the correct technique for high crawling.
 - (b) Demonstrate the correct technique for low crawling.
 - (c) Remind team leader of his assigned movement route before he moves out.

11-4

(2) During the walk-thru:

- (a) Signal the OPFOR to open fire and order the fireteam to move out.

(b) Apply the Standards:

- "TEAM LEADER LEADS MANEUVER TEAM."
- "SOLDIERS FOLLOW GENERAL ROUTE OF TEAM LEADER."

1 Coach soldiers to

- a Follow the team leader's example.
- b Avoid following the team leader's path.
- c Maintain dispersion.

2 Throughout the Drill, apply the Standard:

- "TEAM LEADER AND SOLDIERS USE APPROPRIATE MOVEMENT TECHNIQUE (HIGH CRAWL OR LOW CRAWL)."

11-5

Coach soldiers to use high crawl whenever natural cover/concealment permit.

(d) When soldiers high crawl, apply the Standard:

- "IN HIGH CRAWL, SOLDIERS:
 - REST THEIR WEIGHT ON THEIR FOREARMS AND KNEES.
 - CRADLE THEIR RIFLES IN THEIR ARMS.
 - KEEP RIFLE MUZZLES OFF THE GROUND."

(e) When soldiers low crawl, apply the Standard:

- "IN LOW CRAWL, SOLDIERS:
 - GRASP RIFLE SLING AT THE UPPER SLING SWIVEL.
 - LET RIFLE REST ON FOREARM.
 - LET BUTT OF RIFLE DRAG ON THE GROUND."

11-6

- (f) Apply the Standard:
 - "SOLDIERS MAINTAIN DISPERSION."
- (g) Apply the Standard:
 - "SOLDIERS DON'T GET LOST/SEPARATED FROM TEAM."
- (h) Apply the Standard:
 - "MOVEMENT DOES NOT BOG DOWN."
- (i) Stop the Drill. Review the team's performance. Use the OPFOR rifleman to help critique the team's use of cover and concealment.

11-7

5. PRACTICE:

- a. Conduct the Drill according to direction in the blocks above.
- b. Introduce the following variations as you repeat the Drill.
 - (1) Select different terrain.
 - (2) Reduce coaching until the fireteam can perform to standard without it.

7. PERFORM:

Inform PL/PSG that fireteam is ready for evaluation.

11-8

TRAINER'S GUIDE OUTLINE
FIRETEAM ADVANCES MOVING IN SHORT RUSHES

1. **TRAINING OBJECTIVE:** Tell the squad the training objective in your own words.

a. **Task:** Fireteam moves forward in short rushes under enemy direct fire.

b. **Conditions:**

(1) **Friendly:** Fireteam is maneuver element in squad fire and maneuver against an enemy OP.

(2) **Enemy:** Squad has made contact with an enemy OP.

c. **Standards:** See Walk-thru.

2. **ORIENTATION:** Tell the squad in your own words why this task is important. Stress the need to move quickly from covered position to covered position, the importance of leaving and entering covered positions in the proper manner, and the protection against enemy fires provided by moving in buddy teams.

12-1

3. **CAUTION:** Tell the squad the standard safety caution for using blank ammunition. No engagement within 25 meters.

4. **PRETEST:** See Set-up Directions and Walk-thru.

5. **PRESENTATION:**

a. **Optional Demonstration:**

(1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.

(2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.

(3) Summarize what the demonstrating squad did.

b. **Set-Up Directions:**

(1) **Training Site: Training Lane:**

(a) Provides no continuous covered route to the OPFOR position.

(b) Provides open terrain with large trees, rocks, stumps, fallen timber, folds or creases in the ground, etc., requiring movement by short rushes.

12-2

- (c) Is wide enough to allow alternate individual movement routes.
- (d) Is long enough to require individuals to make \pm four 3-5 second rushes.
- (2) OPFOR: Emplace OPFOR rifleman in a covered/concealed position 75-100 meters from start point. Instruct OPFOR to stay in place and to fire semi-automatic fire at advancing soldiers.
- (3) Unit: Fireteam Leader emplaces fireteam in final covered/concealed position at start of lane.

c. Walk-Thru:

- (1) Before the walk-thru:
 - (a) Demonstrate the correct procedures for:
 - 1 Leaving a covered position to begin a rush.
 - 2 Entering a covered position at the end of a rush.

12-3

- (b) Coach soldiers to:
 - 1 Zigzag when rushing.
 - 2 Select covered position which can be rushed to in three seconds or less.
- (c) Breakup the fireteam into buddy teams.
- (d) Explain that for purposes of training, one buddy team at a time will move down the training lane.
- (2) During the walk-thru:
 - (a) Order one buddy team to move out.
 Apply the Standard: "SOLDIERS COORDINATE FIRE AND MOVEMENT AS BUDDY TEAMS BY SIGNALS OR VOICE."

Coach soldiers to:

- a Decide who will rush, who will cover.
- b Select next position before starting to rush.

(b) Observe the firer and apply the Standards:

- "SOLDIERS FIRE TO COVER MOVEMENT OF BUDDY."
- "SOLDIERS FIRE ONLY FROM COVERED POSITIONS."

Coach soldiers to:

Open fire before buddy begins his rush.

(c) As soldier begins his rush, apply the Standards:

- "BEFORE RUSHING, SOLDIERS ROLL RIGHT/LEFT FROM FIRING POSITION."
- "WHEN LEAVING COVERED POSITION, SOLDIER SPRINGS TO HIS FEET AND RUSHES FORWARD."

12-5

Coach soldiers to:

- a Select his next position.
- b Select route to next position that does not mask his buddy's fire.
- c Wait for buddy to signal or open fire before starting his rush.
- d Lower his head as he springs to his feet.

(d) As soldier rushes, apply the Standards:

- "SOLDIERS ZIGZAG WHEN RUSHING."
- "SOLDIERS LIMIT RUSHES TO THREE SECONDS OR LESS."

12-6

(e) As soldier completes his rush, apply the Standards:

- "SOLDIERS ENTER COVERED POSITION BY PLANTING BOTH FEET, FALLING FORWARD, AND BREAKING THEIR FALL WITH THE BUTT OF THE RIFLE."
- "SOLDIERS FIRE TO COVER MOVEMENT OF BUDDY."
- "SOLDIERS FIRE ONLY FROM COVERED POSITIONS."
- "SOLDIERS COORDINATE FIRE AND MOVEMENT AS BUDDY TEAMS BY SIGNALS OR VOICE."

Coach each soldier to:

- a Adjust his position as required to take advantage of cover.
- b Open fire as soon as he is in covered position.
- c Signal to buddy to start his rush.

12-7

(f) Apply Standards as in steps (c) thru (e) until team has moved through the lane. Summarize each team's performance with respect to the Standards when it reaches the finish line.

6. PRACTICE:

- a. Conduct the Drill according to the Directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Select different terrain.
 - (2) Reduce coaching until the fireteam can perform to standard without it.
 - (3) When individual buddy teams can successfully perform to standard, have both teams perform the task on the same lane at the same time.

12-8

7. PERFORM:

Inform Squad Leader or PL/PSG that fireteam is ready for evaluation.

TRAINER'S GUIDE OUTLINE
SQUAD EXECUTES FIRE AND MANEUVER

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: One fireteam maneuvers against an enemy position while the second fireteam provides supporting fire.
 - b. Conditions:
 - (1) Friendly: Squad has made contact while moving in traveling overwatch as lead element of a platoon movement to contact.
 - (2) Enemy: Squad has made contact with two-man enemy OP.
 - c. Standards: See Walk-thru.

13-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Note that this Drill picks up where "action on contact" Drills left off. Point out that you, as Squad Leader, will decide which team provides base-of-fire and which team maneuvers, depending on the situation, so everyone will have to be alert. Stress the use of hand signals and shouts for orders, and the need to move quickly and aggressively under fire.
3. CAUTION: Tell the squad the standard safety caution for using blank ammunition. No engagement within 25 meters.
4. PRETEST: See Set-up Directions and Walk-thru.

13-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site: Terrain provides:
 - (a) Covered positions for base-of-fire team to support maneuver team by fire.
 - (b) Covered and concealed route(s) for maneuver against enemy position using high/low crawl, if necessary.

13-3

- (2) OPFOR: Position two riflemen in well covered and concealed positions. Order OPFOR to fire and cease fire on signal. OPFOR is to:
 - (a) Remain in position.
 - (b) Maintain fire throughout the Drill.
- (3) Unit: Squad is in place after having successfully executed one Drill "Squad Takes Action on Contact (Traveling Overwatch)."

13-11

c. Walk-Thru:

(1) Before the walk-thru:

- (a) Explain that from reports from the squad members and team leaders, you know that there are two OPFOR riflemen in the OP; that you have based your decision to maneuver on the position on that information; that if you had gotten information that the enemy had been stronger or had larger weapons, you might have called on additional support from the platoon or company.
- (b) Remind the team leaders to pay close attention to your signals.
- (c) Remind the squad members to pay close attention to team leaders, and to provide a heavy volume of fire to suppress the enemy when the Drill begins.

13-5

(2) During the walk-thru:

- (a) Order the OPFOR to open fire. Order the squad to open fire.

- (b) Assign (ALPHA) team to base-of-fire, (BRAVO) team to maneuver. Assign maneuver route to (BRAVO) team and order team to move out. Apply the Standard:

- "BASE-OF-FIRE TEAM MAINTAINS SUPPRESSIVE FIRE AS MANEUVER TEAM MOVES OUT."

Coach soldiers in-base-of-fire to:

- a Pay attention to team leader's orders.
- b Pay attention to fire commands.
- c Adjust positions as necessary to provide covering fire.

13-6

(c)

Apply the Standards:

- "MANEUVER TEAM MOVES PROMPTLY AND TOGETHER ON SIGNAL FROM TEAM LEADER."
- "MANEUVER TEAM MAKES USE OF AVAILABLE COVER AND CONCEALMENT."
- "MANEUVER TEAM MEMBERS AVOID BUNCHING."

Point out to maneuver team leader that the route was selected to

- a Provide cover/concealment from OPFOR.
- b Permit rapid movement to assault position.
- c Avoid masking fire from base-of-fire elements.

13-7

(d)

Apply the Standards:

- "MANEUVER TEAM MOVES RAPIDLY TO POSITION TO ASSAULT OPFOR FROM FLANK."
- "MANEUVER TEAM AVOIDS MASKING FIRES OF BASE-OF-FIRE TEAM."

(e)

When maneuver team leaves its assault position, apply the Standards:

- "MANEUVER TEAM DELIVERS A HEAVY VOLUME OF FIRE JUST BEFORE, AND DURING THE ASSAULT."
- "BASE-OF-FIRE TEAM SHIFTS/LIFTS FIRE AS MANEUVER TEAM ASSAULTS."

13-8

- 1 Explain to maneuver team that they must provide their own fires to suppress the enemy when the base-of-fire team shifts/ lifts fires.
 - 2 Coach base-of-fire team to shift/ lift fire when they hear the maneuver team open fire for the assault.
- (f) Signal squad and OPFOR to cease fire and clear weapons. Assemble squad at OPFOR position and review the squad's performance on each of the Standards.

13-9

6. PRACTICE:

- a. Conduct the Drill according to directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Have each fireteam act as the base-of-fire team and each fireteam act as the maneuver team. (This may require a second walk-thru.)
 - (2) Select different terrain, OPFOR positions.
 - (3) Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/ PSG that squad is ready for evaluation.

13-10

TRAINER'S GUIDE OUTLINE
SQUAD CLEARS A ROOM/BUILDING

1. **TRAINING OBJECTIVE:** Tell the squad the training objective in your own words.
 - a. **Task:** Squad enters and clears a building, room by room.
 - b. **Conditions:**
 - (1) **Friendly:** Squad receives platoon order to clear a designated building. Adjacent squad is assigned to support assault of building.
 - (2) **Enemy:** Contact with the enemy is expected.
 - c. **Standards:** See Walk-thru.
2. **ORIENTATION:** Tell the squad in your own words why the task is important. Stress the need for quick actions when fighting in built-up areas, the use of grenades to clear buildings and rooms, and the use of buddy teams.

14-1

3. **CAUTION:** Tell the squad the standard safety cautions for using practice hand grenades and blank ammunition.
4. **PRETEST:** See Set-up Directions and Walk-thru.
5. **PRESENTATION:**
 - a. **Optional Demonstration:**
 - (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
 - (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
 - (3) Summarize what the demonstrating squad did.
 - b. **Set-Up Directions:**
 - (1) **Training Site:** Training area provides
 - (a) Building with two or more rooms.
 - (b) Position from which to support assault.
 - (2) **OPFOR:** No OPFOR is required for this Drill. Mock intelligence data can be planted on OPFOR (dummies) casualties as an added teaching point.

14-2

- (3) Unit: Squad Leader delivers order from a tactical position where squad members can observe the building, the assault position and the support position. Squad Leader assigns individuals/teams to assault and support elements. Squad Leader assigns positions and sectors of fire.

c. Walk-Thru:

- (1) Before the walk-thru:
- (a) Go over the signals used to start support element fires and initiate assault.
 - (b) Explain to squad
 - 1 Door is open for training purposes only.
 - 2 In combat, if door is closed, support element is responsible for blasting it open. (If engineer or armor support is available, have them blast an entry.)

14-3

- (2) During the walk-thru: walk the squad step-by-step through the actions called out in the standards below. Demonstrate correct actions as required.

- (a) Order assault and support elements to move into position and apply the Standard: "ASSAULT AND SUPPORT ELEMENTS MOVE INTO POSITION USING AVAILABLE COVER AND CONCEALMENT."

Coach support element leader to:

- a Assign overlapping sectors of fire to members of support element.
- b Direct fire on windows, doors, loopholes in building.

- (b) Order support element to open fire and assault element to move out. Apply the Standard: "ASSAULT ELEMENT RUSHES BUILDING RIGHT AFTER SQUAD LEADER SIGNALS ADJACENT SQUAD AND SUPPORT ELEMENT TO OPEN FIRE."

14-4

Coach soldiers in assault element to:

- a Wait for supporting fire to begin before moving out.
- b Move quickly and continuously without bunching up.

(c) Apply the Standard: "SUPPORT ELEMENT LEADER SHIFTS FIRE TO UPPER WINDOWS WHEN MASKED BY ASSAULT ELEMENT."

(d) When assault element reaches building, apply the Standard: "SOLDIERS IN ASSAULT ELEMENT PRESS THEMSELVES AGAINST SIDE OF BUILDING AND KEEP LOW UNTIL TIME TO ENTER BUILDING."

Coach soldiers in assault element to:

- a Avoid positions under windows and in front of doors and windows.
- b Spread out.
- c Keep their eyes on rooftops, windows and doorways of nearby buildings.

14-5

(e) Apply the Standard: "ONE MEMBER OF ASSAULT ELEMENT CLEARS ENTRANCE WITH GRENADE BEFORE ANYONE ENTERS."

Coach soldiers in assault element to:

- a Throw the grenade as quickly as possible (since the assault team is exposed while waiting to enter the building).
- b Avoid unnecessary exposure when throwing the grenade.

(f) After grenade goes off apply the Standards:

- "AFTER DETONATION, ONE MAN ENTERS BUILDING, IN A CROUCH AND FIRING LOW, USING AUTOMATIC FIRE."
- "SECOND SOLDIER ENTERS AND QUICKLY SEARCHES ROOM, COVERED BY FIRST MAN."

14-6

Coach members of assault element to:

- a Avoid crossing in front of the soldier trying to cover you while you are searching.
- b Look for booby traps.
- c Signal when entrance is cleared.

(g) When entrance has been cleared, apply the Standards:

- "REMAINDER OF ASSAULT ELEMENT ENTERS ON SIGNAL FROM INSIDE."
- "SUPPORT ELEMENT DELIVERS FIRE UNTIL ENTIRE ASSAULT ELEMENT ENTERS BUILDING."

1 Coach soldiers in support element to:

- a Pay attention to the support element leader's fire commands.
- b Avoid shooting low at the building, because rifle fire can penetrate some walls and kill friendly soldiers inside.

14-7

- c Shift fire to adjacent buildings, areas to prevent enemy withdrawal or reinforcement.

2 Coach soldiers in assault element to:

- a Move quickly after signal is given.
- b Avoid crossing in front of soldier who is providing covering fire.

(h) Apply the Standard: "SQUAD LEADER/ASSAULT ELEMENT LEADER ASSIGNS BUDDY TEAMS TO CLEAR ALL THE ROOMS."

(i) As each room is cleared, apply the Standard:

- "BUDDY TEAM CLEARS ROOM:
- ONE MAN THROWS GRENADE HARD INTO ROOM.
 - AFTER DETONATION, ONE MAN ENTERS QUICKLY, SPRAYING ROOM WITH AUTOMATIC FIRE AND TAKES UP POSITION TO COVER ENTIRE ROOM.
 - SECOND MAN ENTERS AND SEARCHES ROOM."

14-8

- 1 Coach buddy teams to:
 - a Quickly clear each room.
 - b Move quickly from room to room.
 - 2 Coach remainder of assault element to cover all entrances, secure hallways.
- (j) Apply the Standard: "LEADER MARKS ROOMS WITH TAPE AS THEY ARE CLEARED."
- (k) Apply the Standard: "ASSAULT ELEMENT LEADER REPORTS TO SQUAD LEADER THAT ALL ROOMS ARE CLEARED AND SECURED."
- (l) Bring the support and assault elements together and review the squad's performance on meeting each of the standards.

14-9

6. PRACTICE:

- a. Conduct the Drill according to the directions in the blocks above.
- b. Introduce the following variations as you repeat the Drills:
 - (1) Switch fireteams so that each gets practice in acting as assault team and support team.
 - (2) Reduce coaching until the squad can perform to standards without it.
 - (3) Use different training areas/buildings.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

14-10

TRAINER'S GUIDE OUTLINE

SQUAD DISENGAGES

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad disengages from the enemy.
 - b. Conditions:
 - (1) Friendly: Squad is in contact with an enemy position while on independent reconnaissance patrol mission.
 - (2) Enemy: The enemy is expected to attempt to maintain contact.
 - c. Standards: See Walk-thru.

15-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Stress that this is a controlled, coordinated maneuver, not a mad dash to the rear. Stress the importance of speed, dispersion, cover and concealment, and coordination. Point out that this task is like bounding overwatch in the other direction.
3. CAUTION: Tell the squad the standard safety caution for using blank ammunition.
4. PRETEST: See Set-up Directions and Walk-thru.

15-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site: Terrain provides:
 - (a) Covered and concealed position for the OPFOR.
 - (b) Covered/concealed position for the squad that allows for observation and fire on the OPFOR position.
 - (c) Covered/concealed positions for the teams to withdraw to and still fire on the OPFOR position.

15-3

- (2) OPFOR: Position one or two M16 riflemen in a covered and concealed position. Instruct the OPFOR to open fire on your signal and to fire roughly ten rounds per minute. Instruct the OPFOR to pick up its volume of fire each time the squad picks up its volume of fire and then to reduce their volume of fire after about fifteen seconds.
- (3) Unit: Squad is in place after having successfully executed the Drill "Squad Takes Action on Contact (Traveling Overwatch)."

15-4

c. Walk-Thru:

(1) Before the walk-thru:

- (a) Review unit SOPs regarding hand-and-arm/voice signals used by Squad Leader to
 - 1 Direct fireteam maneuver.
 - 2 Control/adjust firing rates.
- (b) Review unit SOPs regarding signals used by team leader to coordinate movement.

15-5

(2) During the Walk-Thru:

- (a) Signal OPFOR to open fire. Order the squad to return fire. Adjust (decrease) squad rate of fire after about five seconds. Order Alpha (Bravo) team to withdraw (show the team leader where to go). Order Bravo (Alpha) team to pick up its fire. Apply the Standard:

- "BRAVO (ALPHA) TEAM PICKS UP ITS VOLUME OF FIRE TO COVER WITHDRAWAL OF ALPHA (BRAVO) TEAM."

- (b) Order Alpha (Bravo) team to move out. Apply the Standards:

- "ALPHA (BRAVO) TEAM WITHDRAWS ON SIGNAL FROM SQUAD LEADER."
- "ALPHA (BRAVO) TEAM MOVES TO POSITION ASSIGNED BY THE SQUAD LEADER."

15-6

- (c) Observe movement of withdrawing team.
Apply the Standards:

- "SOLDIERS MOVE RAPIDLY, TAKING ADVANTAGE OF AVAILABLE COVER AND CONCEALMENT."
- "SOLDIERS MAINTAIN DISPERSION DURING MOVEMENT."

Coach soldiers to

- a Rush between covered positions.
- b Avoid path taken by teammate.
- c Keep team leader in sight.

15-7

- (d) Apply the Standards:

- "SOLDIERS TAKE UP COVERED AND CONCEALED POSITIONS."
- "SOLDIERS MAINTAIN DISPERSION IN POSITIONS."

1 Coach team leader to

- a Make sure his men are all accounted for.
- b Signal SL/team leader when he is in position.

2 Coach soldiers to

- a Keep their team leader in sight.
- b Quickly assume firing positions.

15-8

- (e) Apply the Standards:
- "ALPHA TEAM PICKS UP ITS VOLUME OF FIRE TO COVER WITHDRAWAL OF BRAVO TEAM."
 - "TEAMS COORDINATE FIRE AND MOVEMENT BY BOUNDS UNTIL CONTACT IS BROKEN."
- (f) Order OPFOR and squad to cease fire and clear weapons. Assemble squad and OPFOR and review the squad's performance.

15-9

6. PRACTICE:

- a. Conduct the Drill according to the directions in the blocks above.
- b. Introduce the following variations as you repeat the Drill:
 - (1) Switch using ALPHA team, and BRAVO team as the first team to withdraw.
 - (2) Select different terrain.
 - (3) Reduce coaching until the squad can perform to Standards without it.

7. PERFORM:

Inform PL/PSG that the squad is ready for evaluation.

15-10

TRAINER'S GUIDE OUTLINE
SQUAD EXECUTES HASTY DEFENSE/WITHDRAWAL TO
SUPPLEMENTARY POSITION (URBAN AREA)

1. TRAINING OBJECTIVE: Tell the squad the training objective in your own words.
 - a. Task: Squad executes hasty defense of a building, then withdraws to a supplementary position.
 - b. Conditions:
 - (1) Friendly: Platoon is setting up a hasty defense in an urban area.
 - (2) Enemy: Enemy forces are believed to be made up of dismounted infantry.
 - c. Standards: See Walk-thru.

16-1

2. ORIENTATION: Tell the squad in your own words why the task is important. Stress how important it is to cover dead spaces and let everybody know what you see out there--one man's dead space is another man's field of fire. Demonstrate proper firing positions, use of cover, and use of shadows for concealment.
3. CAUTION: Tell the squad the standard safety caution for using blank ammunition.
4. PRETEST: See Set-up Directions and Walk-thru.

16-2

5. PRESENTATION:

a. Optional Demonstration:

- (1) If a nearby squad has successfully performed the task, have this squad demonstrate the Drill.
- (2) Explain what they are doing and why as they demonstrate. Use the standards as a guide.
- (3) Summarize what the demonstrating squad did.

b. Set-Up Directions:

- (1) Training Site:
 - (a) A building to serve as the initial hasty defense position.
 - (b) A nearby supplementary position.
 - (c) A covered/concealed position from which the OPFOR can begin its attack.
 - (d) A route of approach for the OPFOR which offers a few covered/concealed positions.

16-3

- (2) OPFOR: Position two soldiers in a covered/concealed position roughly 20 meters beyond the fire-at-will line. Instruct OPFOR to begin moving and begin firing at targets of opportunity, on signal from the Squad Leader. Instruct the OPFOR to move by high/low crawl and in short rushes as appropriate to the available cover and concealment.
- (3) Unit: Issue a FRAGO to the squad from a position allowing observation of the squad's sector of fire. FRAGO includes: mission; location of supplementary position; withdrawal route; locations of fire-at-will line and Final Protective Line; location of other friendly squads. Point out a firing position for each member of the squad. Position M60 machinegun to provide grazing fires on dismounted infantry avenue of approach.

16-4

c. Walk-Thru:

(1) Before the walk-thru:

- (a) Although soldiers will not actually cut loopholes in buildings during Drills, explain why loopholes are used in combat and point out areas that would be good locations for cutting loopholes.
- (b) Explain the purpose of the fire-at-will line and Final Protective Line.
- (c) Instruct soldiers to fire in three-round bursts.

16-5

(2) During the walk-thru:

- (a) Order soldiers into their assigned positions. Walk along the OPFOR route of approach and check the use of concealment. Apply the Standard:

- "SOLDIERS MAKE USE OF AVAILABLE COVER/ CONCEALMENT IN ASSIGNED FIRING POSITIONS."

Coach soldiers to

- a Stay in the shadows.
- b Keep weapons inside windows or firing ports.
- c Maintain noise discipline.

16-6

(b)

Apply the Standard:

- "SOLDIERS POSITION THEMSELVES AT AN ANGLE TO WINDOWS OR OTHER FIRING PORTS."

Coach soldiers to

- a Report direct fire dead spaces to their team leader.
- b Coach team leaders to report direct fire dead spaces to their Squad Leader.
- c Explain to soldiers that the Squad Leader would normally position grenadiers to cover direct fire dead spaces.

16-7

(c)

Order the OPFOR to move out. Apply the Standards:

- "SOLDIERS REPORT OPFOR APPROACHING FIRE-AT-WILL LINE BUT HOLD FIRE UNTIL LINE IS CROSSED."
- "FIRERS ALERT TEAMMATES TO ENEMY ACTIVITY, LOCATION."

Coach soldiers to

- a Fire in three-round bursts.
- b Avoid sticking their weapons through windows and other firing ports while they are firing.

16-8

- (d) Before OPFOR reaches Final Protective Line, order one team to withdraw. Apply the Standard:

- "ON SIGNAL FROM THE SQUAD LEADER, ONE TEAM WITHDRAWS AS OTHER TEAM SETS UP A HEAVY VOLUME OF COVERING FIRE."

Coach leader of withdrawing team to make sure all of his men are accounted for.

- (e) Observe the withdrawing team and apply the Standards:

- "SOLDIERS MAINTAIN DISPERSION AS THEY MOVE TO SUPPLEMENTARY POSITION."
- "SOLDIERS MAKE USE OF AVAILABLE COVER AND CONCEALMENT WHILE MOVING."

16-9

Coach soldiers to

- a Move directly across streets or open areas in a single rapid rush.
- b Move in buddy teams to provide covering fire.

- (f) Apply the Standard:

- "FIRST TEAM MOVES TO DESIGNATED SUPPLEMENTARY POSITION UNDER CONTROL OF TEAM LEADER."

Coach team leader to signal other team when his team is in position and ready to cover withdrawal of other team.

16-10

- (g) Apply the Standard:
- "SECOND TEAM WITHDRAWS WHEN FIRST TEAM IS IN POSITION TO COVER THEIR WITHDRAWAL."
- (h) Observe the withdrawing team and apply the Standards:
- "SOLDIERS MAINTAIN DISPERSION AS THEY MOVE TO SUPPLEMENTARY POSITIONS."
 - "SOLDIERS MAKE USE OF AVAILABLE COVER AND CONCEALMENT WHILE MOVING."
- (i) When the second team reaches the supplementary position, order the OPFOR to cease fire. Summarize the squad's performance with respect to the standards. Have the OPFOR report what they observed.

16-11

6. PRACTICE:

- Conduct the Drill according to directions in the blocks above.
- Introduce the following variations as you repeat the Drill.
 - Alternate teams so that each has the opportunity to be the first to withdraw.
 - Vary the terrain teams must cross when withdrawing, in terms of cover and concealment offered.
 - Reduce coaching until the squad can perform to standards without it.

7. PERFORM:

Inform PL/PSG that squad is ready for evaluation.

16-12